

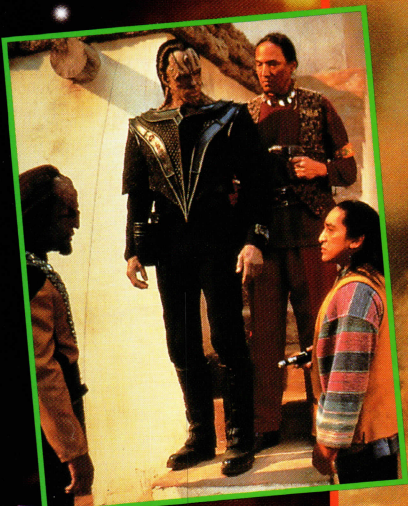


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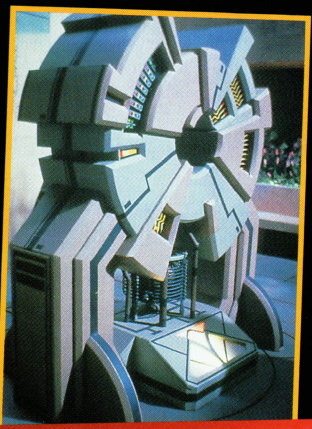
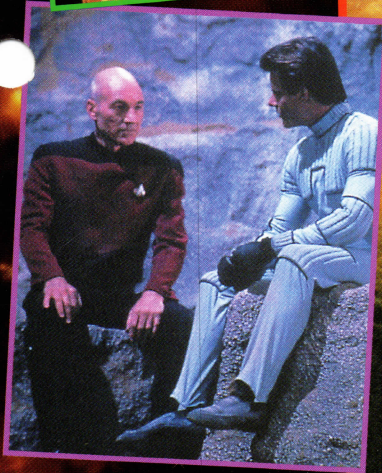
FACT FILES 95



Cardassia and the DMZ
Federation colonies under threat

Kes: Time to Move On
Her amazing transformation

Profile on Jason Vigo
Innocent pawn of the Ferengi



Rurigan's Hologenerator
Creating an artificial world

Meet the Nyrians
Kidnapping starship crews



THE B'OMAR VESSEL: Detailed Plans
Patrolling the borders of the B'omar Sovereignty

ISSN 1364-3983

9 771364 398003

95>



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 95

The Guide to the STAR TREK Galaxy

CARDASSIA and the DMZ
The NYRIANS
The BANDI
Known KAZON Sects

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D: Deflector Dish

Non-FEDERATION Starship

The B'OMAR VESSEL

Personnel Files

KES's Transformation
CAPTAIN PICARD and RO LAREN
JASON VIGO

Equipment & Technology

RURIGAN'S HOLOGENERATOR

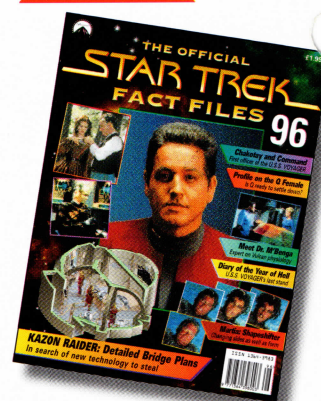
Starship Log

STAR TREK: The Original Series –
'Wink of an Eye'/'That Which Survives'
STAR TREK: VOYAGER – 'Day of Honor'

A-Z Access Point

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

ELBA II Penal Colony
JERADDO
The AKRITIRIANS

FEDERATION STARFLEET

U.S.S. VOYAGER NCC-74656: 'YEAR OF HELL'

Non-FEDERATION Starships

KAZON RAIDER: Bridge

Personnel Files

CHAKOTAY and Command
DR. M'BENGA
The Q Female
MARTIA: Double-Crosser

Equipment & Technology

DOMINION Headset Viewers

Starship Log

STAR TREK: THE NEXT GENERATION –
'The Child'/'Where Silence Has Lease'
STAR TREK: DEEP SPACE NINE –
'A Man Alone'/'Past Prologue'

A-Z Access Point

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The Guide to the STAR TREK Galaxy

FILE 13 CARD 5

CARDASSIA AND THE DMZ



The **Demilitarized Zone** is established as a means of keeping the peace between the **Cardassians** and the **Federation**. However, it creates as many problems as it solves.

The **Demilitarized Zone**, or **DMZ**, is an area of space located between the borders of the **Cardassian Union** and the **United Federation**

of Planets. It is created in 2370 by a Cardassian-Federation treaty, and is established following the border wars of the mid-24th century. The area is declared a neutral zone. Planets within it are divided between Cardassian and Federation control, and many former Federation colonies are ceded to the Cardassians.

The DMZ is surrounded by a sensor network, and passage is only allowed to ships that follow established checkpoints. Illegal entrants into the zone are instantly identified; ships need to present the correct

command codes before they can proceed.

The establishment of the Demilitarized Zone marks the end of a long and agonizing series of conflicts. The Cardassians had once been a peaceful and spiritual people, but the rise of the military to power saw new territories and technology acquired by violence; millions of lives were sacrificed to the war effort.

Expansionism

In their ever-widening reach for new planets to plunder, the Cardassian Union attempted to move into star systems under the protection of the United Federation of Planets, but the Federation was prepared to defend its territory, and border wars took place from 2355 to 2367. Just as these skirmishes reached



▲ The stiff, unyielding demeanor of Cardassian border leaders such as Gul Evrek is first demonstrated at planets in the DMZ such as Dorvan V, foreshadowing the Maquis tumult to follow.

the point where all out war seemed inevitable, the historic treaty was signed, establishing a fragile peace between the Federation and the Cardassians, and apparently ending the long and bloody conflict.

Finally, in 2370, the Federation concludes a complex and difficult series of negotiations with the Cardassian Union, and the two powers agree to the establishment of the DMZ

as a buffer between their sovereign sectors of space. Entrance into the DMZ by any unauthorized **Starfleet** or Cardassian starship could be seen as an act of war; the zone is a restricted area in which weapons are strictly controlled.

The treaty is not without problems, however; the agreement requires the relocation of a number of established colonies on worlds located within the

new neutral area. Several planets from both governments are relinquished, but some of the Federation colonists argue against the plan, and refuse to leave their homes just because the planets have been handed over to Cardassian jurisdiction.

In particular, those living near the Cardassian border are angry at the terms of the treaty. They have built their lives and homes on

CHANGE OF RULE

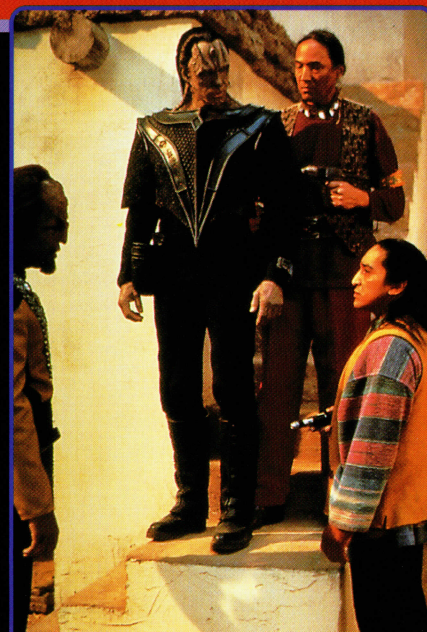
Caught between two powers

Dorvan V is one of many worlds that finds itself annexed to the Cardassians following the peace treaty of 2370. This case proves to be particularly sensitive as the colonists of Dorvan V are a group of Native North Americans who had originally left Earth, more than 200 years earlier, in order to preserve their culture. Moreover, these colonists feel connected to their land; it has become part of their heritage, and they do not wish to move on again. Starfleet is unwilling to make a special case of Dorvan V, and will not renegotiate for sovereignty of it. As a result, the Dorvan V settlers choose to renounce their Federation citizenship and instead place themselves under Cardassian rule.

▶ Cardassian troops show no patience in evacuating the Native American descendants off Dorvan V. The colonists are bitter that outsiders are deciding their fate.



▲ When quiet attempts by Starfleet for mass, unannounced beamouts of Dorvan colonists are disclosed, the resulting conflict sees the Cardassians taking matters into their own hands.





The Guide to the STAR TREK Galaxy

FILE 13 CARD 5

CARDASSIA AND THE DMZ



▼ In violation of the treaty, Cardassian authorities supply their own colonists with a variety of weapons.



▶ In a bold nighttime raid, Cardassians take out the leaders of a Maquis cell later joined by defecting Starfleet officer Ro Laren.

these worlds, living under the protection of Starfleet. Now, they find themselves living in Cardassian territory. The Federation advises those affected by the treaty to relocate, and the admirals back on Earth expect their Federation citizens to comply.

The admirals are disappointed; some

colonists relocate, but many have no wish to rebuild their lives elsewhere, and prefer to stay. They hope that despite the proximity of the Cardassians, they can continue to live in peace.

Resistance

When relationships between Federation and Cardassian citizens in the DMZ continue to deteriorate, two Federation colonists in **Ropal City** are stoned by a Cardassian mob. Reports suggest local Cardassian authorities may be behind the attack. This could certainly have been the case. Hardliners within the **Cardassian Central Command** are also disappointed in the terms of the treaty, and particularly object to the amount of territory that comes with it; they had hoped that the treaty would give the Union more worlds than it has actually gained.

These factions decide to force the Federation colonists within the DMZ to leave by making life totally unbearable for them. Since no Federation starship can enter the DMZ, this will leave the abandoned worlds wide open for the Cardassian Union to claim.

But the plan does not work; the Cardassian attacks only provoke the colonists further. The Federation colonists are already angry that their own government has betrayed them, and

GALAXY FACTS



The Maquis are named after a French Resistance group which caused problems for the Germans during World War II.



Another neutral demilitarized zone was created in 2160 between the Romulans and the Federation.

COLD WAR

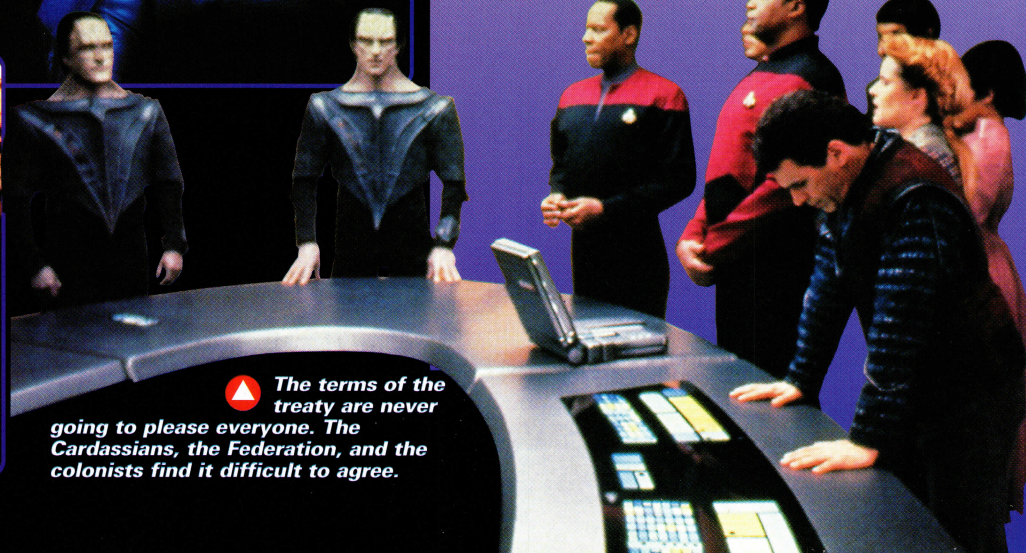
Intrigue abounds

The disgruntled former Federation citizens risk starting a new war with Cardassia; the Federation wants nothing to do with them, and labels them outlaws. But what is even more worrying for the Federation is that some people within Starfleet actually sympathize with the Maquis viewpoint, and a small number of officers even resign from Starfleet to join the Maquis. The Cardassians also use their intelligence network to frame certain Starfleet officers as Maquis sympathizers, such as Chief

Miles O'Brien. Through this policy, they hope to undermine the Federation, and divert attention away from their hostile campaign against the resistance cells in the DMZ. This is all part of a Cardassian plan to force colonists out of the DMZ in order to claim back the abandoned worlds for themselves.

▼ Illegal seizures and harassment continue in the border region. Chief O'Brien, a veteran of the Cardassian Wars, is framed as a Maquis sympathizer.

▼ The wily Cardassians frame Chief O'Brien as a Maquis supporter and arms smuggler, built upon the chief's known anti-Cardassian feelings. This is meant to discredit the Maquis, and strengthen the Cardassian position.



▲ The terms of the treaty are never going to please everyone. The Cardassians, the Federation, and the colonists find it difficult to agree.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 104



OTHER GROUPS
AND RACES

THE NYRIANS

The Nyrians are a devious race who use their translocation technology to steal from other species. They take care not to harm those whom they kidnap, and even go so far as to make prisoners comfortable, but they will use force to acquire new hardware.

The Nyrians are a humanoid species who inhabit the third planet of the Nyrian system in the Delta Quadrant. Nyria III orbits a red giant star, and shares its solar system with at least four other known planets. Beyond the fifth planet is a large cloud of interstellar dust; this obscures the rest

of the system and the Nyrians claim to have no knowledge of any other planets beyond.

Sensitive to light

The Nyrians appear to breathe an oxygen/nitrogen atmosphere typical to most Class-M planets, but prefer a warmer than average ambient temperature of approximately 45 degrees

centigrade. They also seem to prefer lower humidity levels than are usually found in typical Class-M environments. In addition, owing to the low light levels provided by their home system's red giant star, the Nyrians are extremely sensitive to bright light, and can be disabled by it.

In dressing, Nyrians cover themselves almost

Taleen is a Nyrian administrator. She informs the captured crew of the U.S.S. VOYAGER that their vessel has been taken to help defend her people's interests.

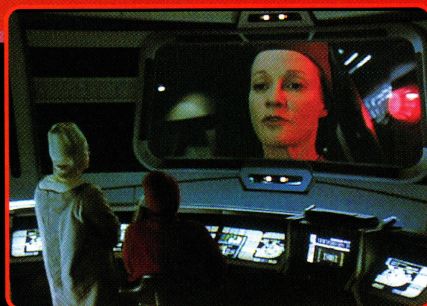


TRANSLOCATION

Displaced

The Nyrians possess an extremely advanced transporter known as a 'translocator', capable of beaming matter over more than 10 light years. This technology has limited capacity, however, as it can only transport one person or object at a time over such a distance. Translocation is preceded by a surge in polaron particles; this creates a spatial distortion field around the subject to be transported, but the field collapses immediately after transport. The translocation effect also leaves residual traces of neutrinos, ionized hydrogen, and theta band radiation, and causes graviton fluctuations that may be misinterpreted as the effects of a naturally occurring wormhole.

The Nyrians appear unthreatening, but once they have translocated the VOYAGER crew to their new home they are careful to arm themselves before entering.



Once the Nyrians have taken over the U.S.S. VOYAGER, they are surprised to learn that some of the crew they took prisoner have escaped.

completely from head to toe, with only the face and hands exposed. Each individual Nyrian wears an almost identical combination of a long, calf-length robe, and most favor headwear that covers the hair, the ears, and the back of the neck.

The Nyrians are, for the most part, a peaceful people who prefer non-violent

action. They are capable of deadly force, but they only use it as a last resort.

The Nyrians are technologically advanced, but they often portray themselves as less capable than they truly are. They have developed interstellar travel, and have the capability to construct extremely large starships. They have also developed an extremely advanced **translocator**, a **transporter** device capable of transporting a person or object over huge distances.

The Nyrians use the translocator to steal technology from other races without having to resort to violence. By using it to

Race	The Nyrians
Class	M
Quadrant	Delta
Homeworld	Nyria III
Location	Nyria III is the third planet of the Nyrian system, and orbits a red giant star. A large cloud of interstellar dust lies just beyond the fifth planet.
Features	The Nyrians come from a warmer planet than Earth. Light levels are lower due to the system's red giant star.
Remarks	The Nyrians use a translocation device that enables them to steal technology from other species.
Starship log	STAR TREK: VOYAGER 'Displaced'



OTHER CARDS IN THIS FILE...

- 6 THE KAZON
- 38 THE BYNARS
- 65 THE FABRINI

SEE OTHER FILES...

OTHER STARSHIPS.....File 40
STAR TREK: VOYAGER.....File 71

GALAXY FACTS

- ▶ The only warning given before translocation is a sudden surge in polaron particles.
- ▶ It takes three hours to displace 22 U.S.S. *Voyager* crew members. There are nine minutes and 20 seconds between exchanges.
- ▶ The environments aboard the Nyrian ship range from an arid moonscape to an icy wilderness. Every one is different.

replace the inhabitants and crews of ground-based installations and space-borne vessels one at a time, they can slowly outnumber the crew of any facility, thus securing it for their own purposes.

Technology takeover

Once they have taken over the facility, the Nyrians claim it as their own. In turn, the crew find themselves held captive on what appears to be a planet's surface, an ideal environment for their species. The Nyrians even provide food and entertainment, downloaded from each species' cultural database.

These idyllic prison environments are an extremely



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 104

THE NYRIANS



OTHER GROUPS
AND RACES

▶ The Doctor examines the first Nyrian to appear on the U.S.S. *VOYAGER* in an attempt to learn more about him. Dammar claims to be ignorant of how he arrived, and finds the ship cold and bright compared to his homeworld.



▶ By the time the U.S.S. *VOYAGER* crew realize what is happening, they are heavily outnumbered, and the Nyrians easily take the ship by force.

▶ Rislan uses a phaser to secure *VOYAGER*. Although not a violent race by nature, the Nyrians will resort to force if they feel there is no other way to meet their goals.

advanced holographic projection; the prisoners are actually aboard a gigantic spaceship, comprising more than 30 decks. The ship contains 94 different, self-contained **holographic biospheres** – used to house the thousands of prisoners from different

▶ The bridge officers are astounded to find another Nyrian appearing before their eyes. At this point, they are unsure if the Nyrians are orchestrating events or not, but Captain Janeway has strong suspicions.



▶ The displaced Starfleet officers assess their new habitat. Although they are made to feel comfortable, it is still a prison.

conquered species. Secret, hidden portals that can only be detected by artificial means connect each biosphere. Some of these portals lead to the ship's central command station, from which each environment can be monitored. The ship's central computer tracks each prisoner, and a constant count is kept to prevent escapes. Each species then lives out its existence in this comfortable, but enclosed prison.

In this fashion, the Nyrians have captured many life forms and have taken their ships as their own. This practice of discreet, subversive warfare continues until **Captain Janeway** disables the Nyrians' translocation technology, forcing them to release all prisoners, who are then free to return to their own homeworlds.

TRANSPLANTED

Taste of their own medicine

When the Nyrians encounter the U.S.S. *Voyager*, they replace the crew one at a time. After transporting the entire crew to an Earth-like environment aboard their *Biosphere Vessel*, the Nyrians take over the Federation starship. However, they are unprepared for the tenacity of Janeway's crew. Using whatever technology they can construct, and by altering the Doctor's visual acuity to detect the hidden portals, *Voyager's* crew escape and take control of the Nyrian vessel.

Knowing the Nyrians' particular climate sensitivity, Janeway and Tuvok use their own translocation technology to beam the Nyrian leader and his second-in-command to an extremely cold, inhospitable environment, forcing them to surrender.



▶ Two Nyrians, Dammar and Rislan, are transported by Janeway to the Argala habitat, a much colder environment than they can stand.

▶ Taleen welcomes Janeway, but all the captain wants to know is why she and her crew are being held as prisoners.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 70



OTHER GROUPS
AND RACES

THE BANDI

The Bandi are an austere and grave race, yet their art and architecture is far more expressive of a luxuriant, flamboyant culture. They have no desire to leave their homeworld, but welcome others who come to them.

The Bandi are a humanoid race who have built an advanced civilization on the **Class-M** planet of **Deneb IV**. They are generally tall and slender, with pale skin and straight gray hair; the Bandi men wear their hair long, and often cover it with cloth scarves. An unusual trait among the Bandi is that most of them appear to be, by human standards, rather older than they are – even the children. The Bandi's haggard appearance may stem from the harsh and

somewhat inhospitable environment of Deneb IV. Vegetation is sparse on their planet, and the surface is swept by fierce winds.

First impressions show the Bandi to be quiet, pleasant, and very deferential people who seem to enjoy meeting and interacting with alien cultures.

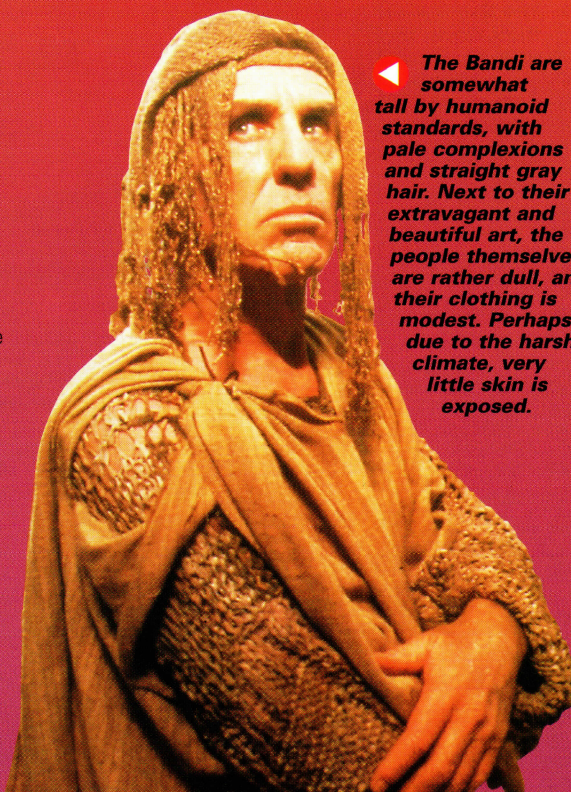
The people themselves are somewhat placid and stoic in their personal demeanor, but their art is more flamboyant. The Bandi create beautiful textile products, and favor the luxurious over the austere in most aspects

of their art and architecture. Bandi merchants set up elaborate marketplaces where they can sell or trade local goods for offworld luxuries. Surprisingly, the Bandi appear uninterested in developing or bartering for space travel technology of their own; they claim they have no desire to leave their world, and prefer offworlders to come to them.

Dress codes

The Bandi dress modestly. Their clothing is primarily composed of long layers of densely woven

◀ The Bandi are somewhat tall by humanoid standards, with pale complexions and straight gray hair. Next to their extravagant and beautiful art, the people themselves are rather dull, and their clothing is modest. Perhaps due to the harsh climate, very little skin is exposed.



WELCOMING HOSTS

Displays of elegance and luxury

The Bandi are an accommodating and hospitable race, eager to adapt themselves to the customs of their guests. The star-base they offer to the Federation is opulent and beautiful, especially the marketplace,

where elaborate arts and crafts are displayed. These items can be traded with their visitors for alien luxuries; Bandi textiles in particular are highly admired for their intricate embroidery.



◀ Deneb IV has sparse vegetation, but the Bandi have planted some pleasing greenery around the wide plazas of Farpoint Station.



Designation Deneb IV

Class M **Quadrant** Alpha

Inhabitants Humanoid

Government The Bandi are represented by Groppler Zorn, the administrator of Farpoint Station.

Environment Dry, inhospitable, and desert-like, with very little vegetation. The planet's surface is swept by harsh winds.

Features The historic Old City, built in traditional Bandi style, is a sharp contrast to its neighbor – the new and modern Farpoint Station.

Starship log STAR TREK: THE NEXT GENERATION 'Encounter at Farpoint'

◀ The Bandi merchants set up ornate market stalls where they can barter their beautiful art and crafts with their Federation visitors. They exchange their luxurious wares for offworld goods.

GALAXY FACTS

- ▶ The Bandi are not interested in space travel as they have a pathological fear of leaving their homeworld.
- ▶ The Bandi's home star, Deneb, can be seen on Earth as part of the constellation Cygnus, the Swan.
- ▶ The Bandi claim their world has rich supplies of geothermal energy, and that this has allowed them to build the station so quickly.

fabric that completely covers their arms and legs. The materials are not brightly colored, but are richly embroidered. The skin of most Bandi is exposed only on the face and hands. Some also wear head coverings comprised of the same material as their clothes, made into a draped scarf with a fringe that hangs down.

A rich history

The main Bandi city is a sprawling jumble of low-slung buildings. The Old City, as it is called, is comprised of stone and wood, harking back to



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 70

THE BANDI



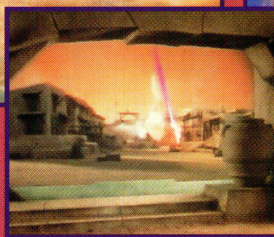
OTHER GROUPS AND RACES

▶ The Bandi often appear to be haggard and older than they actually are; even the children look more mature than their years. This may be a result of the harsh climate and fierce winds on the surface of their home planet of Deneb IV.



▶ Farpoint Station is a glittering landmark on the harsh, desert landscape of Deneb IV.

▶ In contrast to the bright, modern station, the Bandi's Old City is made of stone and wood.



the Bandi's long and rich cultural history. Rooms and hallways are filled with dark, oversized furniture, highly polished metallic antiques, and ornate sculptures. As light is at a premium in buildings built with such dense stone, windows and doors are oversized and unusually elaborate.

In the early 2360's, the Bandi apply to join the

United Federation of Planets. They claim to have constructed an enormous and highly advanced starbase, which they name **Farpoint Station**, and offer it to the Federation. The station is completely modern in design, and the materials used in its construction – **tritanium** and **duraglass** –

are a stark contrast to the traditional design of the Old City. The station's administrator is given the title **Groppler** in his people's native tongue.

The Bandi appear to be an extremely friendly and welcoming people. They are unfamiliar with Earth customs, such as shaking hands when being intro-

duced, but they catch on quickly. Bandi throughout the station are soon mimicking unfamiliar social conventions in an attempt to make visiting **Starfleet** personnel feel comfortable.

Deceptive

However, Farpoint Station is revealed to be a shapeshifting alien that has been exploited and kept prisoner by the Bandi in an effort to secure Federation membership. The unfortunate creature is freed, and the Federation agrees to use a rebuilt station, constructed from more traditional materials. Sadly, this experience has led many to suspect that the Bandi's outward friendliness is a veil to disguise their true nature – that of a secretive and deceitful race who are prepared to obfuscate the truth to achieve their goals.

ART OF DECEPTION

The secret of Farpoint

The **U.S.S. Enterprise NCC-1701-D** is sent to Farpoint Station on its first mission commanded by Captain Picard; he is to rendezvous with some of his new officers here. The station administrator, Groppler Zorn, appears to go out of his way to accommodate his guests, and the Bandi people make the Federation visitors welcome by adopting their social customs. But Zorn is mysteriously evasive when asked questions about the construction of Farpoint, and it is eventually revealed that the station is actually a shapeshifting shapeshifter, forced into taking the form of a starbase and kept too weak to escape.



▶ Riker is suspicious of the station's administrator; he acts as if there is something to hide regarding Farpoint Station.

▶ The injured creature which is Farpoint Station lashes out at one of its Bandi captors, Groppler Zorn.

▶ The visiting Starfleet officers can relax on Deneb IV; the Bandi station seems perfect for the Federation's needs.



OTHER CARDS IN THIS FILE...

- 14 THE ORGANIANS
- 41 THE ANGOSIANS
- 60 THE KES AND THE PRYTT

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION.....File 69



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 6D



OTHER GROUPS
AND RACES

KNOWN KAZON SECTS

KAZON-HOBII

The Kazon-Hobii sect, led by **First Maje Jal Loran**, are first encountered by the **U.S.S. Voyager NCC-74656** on **Stardate 49337**. They adorn themselves much more splendidly than most of the other sects, typically wearing a long red tunic that reaches down to the ankles, topped with a purple cape. On each shoulder is a tan leather insignia covered with several rows of jewels; black gloves and boots complete their costume.



▲ The Kazon-Hobii are one of the many sects to attend an unsuccessful peace conference on the planet **Sobras** in 2372.

STARSHIP LOG: 'Maneuvers', 'Alliances' [VOY]

KAZON-MOSTRAL

The Kazon-Mostral are led by **First Maje Jal Surat**. In 2372, **Seska** suggests the Mostral as possible allies for the **Kazon-Nistrim**, and sends a message to them. Although **Surat** does help the **Nistrim** attack the **U.S.S. Voyager NCC-74656**, the **Starfleet** crew do not meet him face to face until the peace conference on **Sobras** later that year.

The Mostral are identified by a distinctive uniform consisting of a gray-blue shirt, cut quite short and woven from heavy material; ridged pads cover their shoulders and upper chest. Their trousers are a solemn gray, tucked into similarly-colored gray boots, and gray-black gloves complete their outfit.



▲ The Kazon-Mostral conspire to destroy the **U.S.S. VOYAGER**, but the plan fails. Later, they are prepared to forget past differences and consider the possibility of peace.

STARSHIP LOG: 'Maneuvers', 'Alliances' [VOY]

KAZON-NISTRIM

The Kazon-Nistrim are considered one of the most violent of all the Kazon sects, and are sworn enemies of the **Kazon-Relora**. Their uniform comprises short red jackets and trousers, and brown boots. The jacket is tufted with silver-gray fur, and a distinctive, multicolored woven sash stretches from one shoulder to the belt.

Under the grandfather of the current **First Maje, Jal Culluh**, the **Nistrim** were a powerful sect, but their position has deteriorated substantially since **Culluh** came to power. However, **Culluh** sees the arrival of the **Federation** starship **U.S.S. Voyager NCC-74656** – which he first encounters on **Stardate 48658** – as an opportunity to make his sect strong once again. The **Kazon-Nistrim** attempt to forge an alliance with the **Voyager** crew, offering to trade protection for technology. Negotiations fail, but **Maje Culluh** does gain some allies aboard the **Federation** ship, most notably **Seska**, who eventually defects and has his child, and **Michael Jonas**.

On more than one occasion, **Culluh** tries to capture **Voyager**, and he does

temporarily succeed, stranding the crew on the surface of the hostile world **Hanon IV** before he is defeated; **Seska** is killed as her crewmates regain control of their vessel.

▼ The Kazon-Nistrim hope that one day they will be among the stronger sects again, but **Jal Culluh** is not the leader his grandfather was.



▲ **First Maje Jal Culluh** becomes a major thorn in the side of the **U.S.S. VOYAGER**. He sees the **Federation** ship as a source of new technology, and one of its crew, **Seska**, even defects to join him. On one occasion, he is even able to take temporary control of the ship.

STARSHIP LOG: 'State of Flux', 'Investigations', 'Maneuvers', 'Alliances', 'Basics', Part I & II [VOY]



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 6D

KNOWN KAZON SECTS



OTHER GROUPS
AND RACES

KAZON-OGLA

The Kazon-Ogla, currently led by **First Maje Jal Haliz**, are the first sect encountered by the **Federation**, and can be distinguished by their sleeveless yellow tunics, worn over tan trousers and brown boots. The **U.S.S. Voyager NCC-74656** finds their encampment on the **Ocampa** homeworld in 2370; at this time, they are led by **First Maje Jabin**.

Being one of the more disorganized sects, it is possible that the Ogla may have more than one first maje at a time. Jal Haliz succeeds to the position following the murder of **Jal Razik**; assassination appears to be a popular form

of career advancement among all the Kazon sects.

The Kazon-Ogla maintain a small barren moon as a base for training their young. When not in use by trainees, the moon is left unprotected, but a variety of high-tech booby traps are always active.

It is a Kazon rule that in battle there is only chance; failure is death. The Kazon-Ogla subject their young men to life-and-death combat when they are barely into their teens; an Ogla youth can only earn his true 'Ogla name' after he has claimed the life of another. If he fails first time round, he becomes an outcast.

▼ The Kazon-Ogla have elaborate coming-of-age rituals; from childhood, they prepare to earn their warrior name in battle.

▶ One group of Kazon-Ogla have set up a camp on the desertlike surface of the Ocampa homeworld.



STARSHIP LOG: 'Caretaker', 'Maneuvers', 'Alliances' [VOY]

KAZON-UGLAMAR

The Kazon-Uglamar are led by **First Maje Jal Valek**, and accept an invite to the **Sobras** peace conference in 2372. They dress in distinctive brown leather garb, and wear a long trenchcoat over a tunic and trousers. Inside the coat, a purple sash covers the shirt. Their boots are short, and are fashioned from brown leather.

▶ **First Maje Jal Valek** of the Kazon-Uglamar arrives at the peace conference on Sobras.

STARSHIP LOG: 'Maneuvers', 'Alliances' [VOY]



KAZON-POMMAR

The Kazon-Pommar sect, led by **First Maje Jal Minnis**, distinguish themselves by wearing a dark, gray-green tunic and long black boots. They are among the middle range of Kazon sects in importance within the **Kazon Collective**, but are nonetheless invited to join those attending the doomed peace conference on the planet **Sobras**, perhaps because, at the time, the planet is under Pommar control. It is unknown if the failure of the peace conference, and the attack by the **Trabe**, has further damaged the Pommar's standing.



▲ Luckily, **First Maje Jal Minnis** escapes serious harm when the **Trabe** attack the Sobras peace conference.

STARSHIP LOG: 'Alliances' [VOY]

KAZON-RELORA

The Kazon-Relora are the sworn blood enemies of the **Kazon-Nistrim**. They are led by **First Maje Jal Haron** until he and his aide are executed by **Jal Culluh** of the Kazon-Nistrim on **Stardate 49208**, after an attempted alliance, initiated by **Seska**, fails; Culluh kills them as a warning to other sects of his power. The name of Haron's successor is unknown.

The Kazon-Relora wear rather plain gray and brown outfits

compared to the often more flamboyant garb of the other sects, but they use a green band to identify their first maje. The Relora have many starships under their command, and are considered to be one of the most powerful sects.

Perhaps due to the mutual hatred between themselves and the Kazon-Nistrim, the Relora do not send a representative to the peace conference on Sobras in 2372.

STARSHIP LOG: 'Initiations', 'Maneuvers', 'Alliances' [VOY]

OTHER SECTS

There are as many as 10 sects within the **Kazon Collective** that the crew of the **U.S.S. Voyager NCC-74656** do not encounter during their passage through Kazon space, although the number and composition of the sects changes daily as alliances are forged or broken. One sect that is known to

Voyager's crew by name only is the **Kazon-Sari**, but no other details are known, and the Federation starship has never encountered them.

As *Voyager* has now passed through Kazon space, and continues to move further away, it is unlikely that any subsequent sects will be discovered.



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

DEFLECTOR DISH

LOCATION:

**FORE SURFACE OF
ENGINEERING HULL**

The *U.S.S. Enterprise NCC-1701-D* is able to travel great distances at very high speeds thanks to its advanced warp engines, but it would not be able to do so without a vital piece of equipment that has been as heavily developed and refined over the years as its renowned propulsion system. However, the huge importance of deflector systems to interstellar travel is often overlooked, which is perhaps strange when one considers just how vital a role they play.

Taking the form of a wide, concave dish, the *Enterprise's* main deflector has a different configuration to its predecessors, which tended to be circular. However, the actual position of the dish relative to the rest of the ship is the same, existing as it does at the front of the

engineering hull, underneath the sweep of the saucer section and close to the four smaller, secondary backup deflector units found on the saucer's underside.

Clearing the way

The dish is set back into the body of the hull, and is physically protected by its overhanging leading edge, which contains many of the long-range sensor arrays. Directly behind the dish are various electromagnetic scanners and flux sensors, as well as the navigational sensor arrays. While it acts as a cover to these systems, the dish is also directly underneath the **main ventral phaser array**, ensuring that it is well protected from a hostile frontal attack.


Consisting of a number of sectioned plates

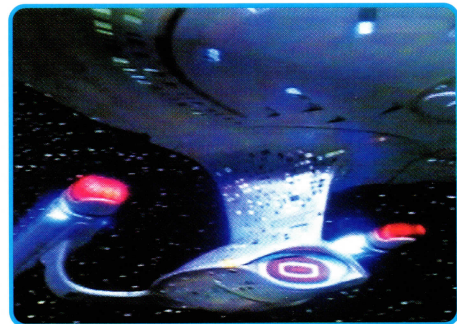
that fan out from a smaller oval center, the dish glows orange under normal operation, but may change color if it is called upon to carry out other functions. These mesh panels are the actual emitter array, and it is from here that the deflector beam is issued; the panels can be individually moved in order to focus and steer the beam to wherever it is needed via computer control.

The primary function of the deflector dish is to clear a path ahead of the *Enterprise* as it makes its way at high speeds through the Galaxy. The density of matter in space is extremely low, but there are very significant hazards to navigation at these extreme speeds, from tiny micrometeoroid particles to much larger objects such as asteroids. Even stray

Overhanging ledge

The oval deflector dish is recessed into the hull to protect it from vessels such as shuttles that might get too close, and to give it added protection from enemy phaser fire.

 The main purpose of the deflector dish is to clear a path in front of the *U.S.S. ENTERPRISE* to prevent it from sustaining any damage. Obstacles encountered range from objects as large as an asteroid to microscopic particles.



Outer collar

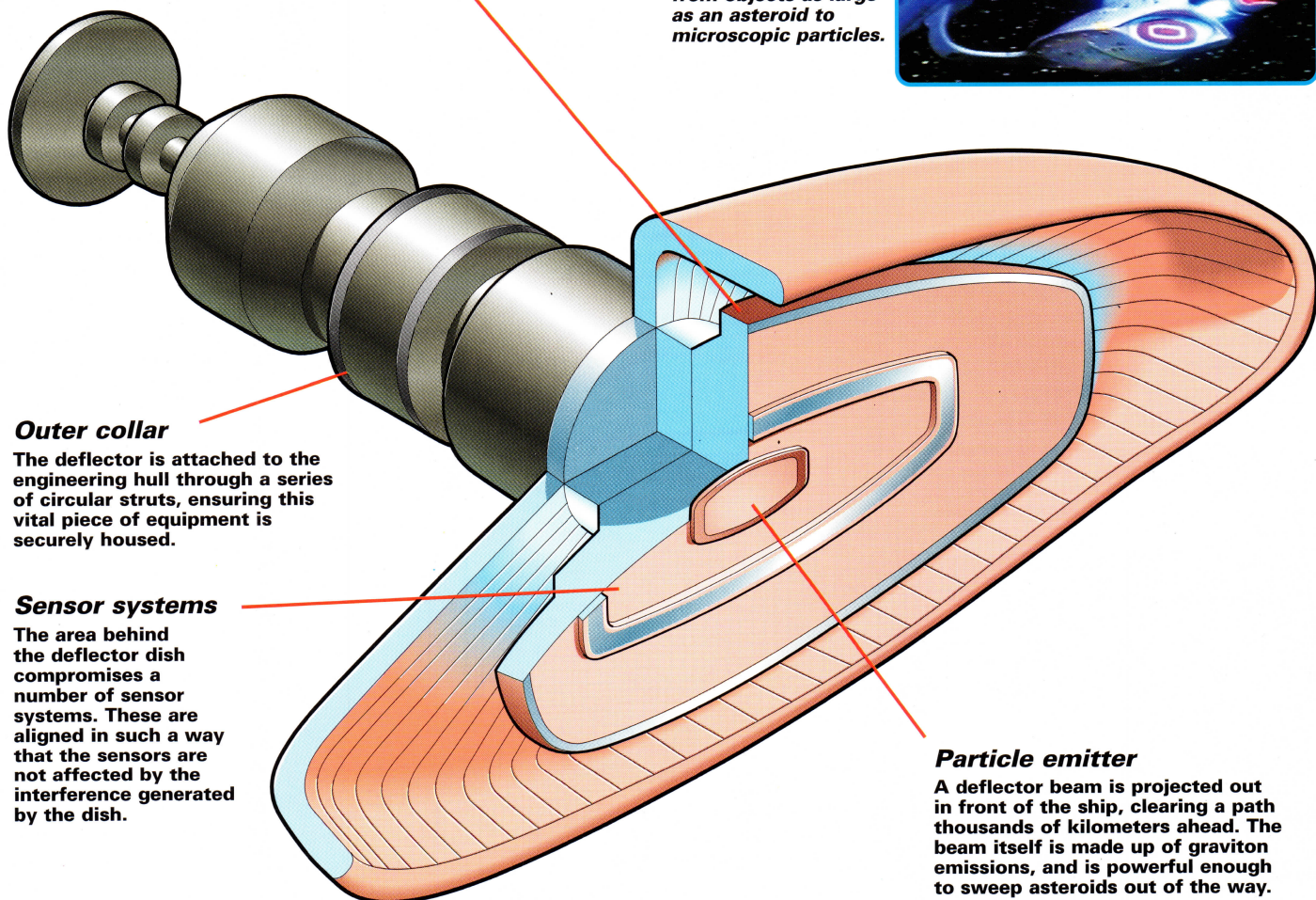
The deflector is attached to the engineering hull through a series of circular struts, ensuring this vital piece of equipment is securely housed.

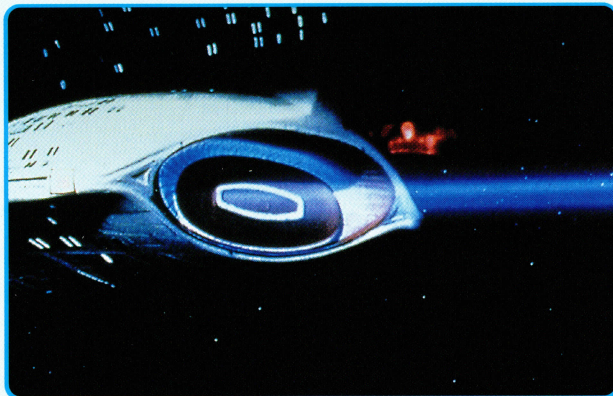
Sensor systems

The area behind the deflector dish comprises a number of sensor systems. These are aligned in such a way that the sensors are not affected by the interference generated by the dish.

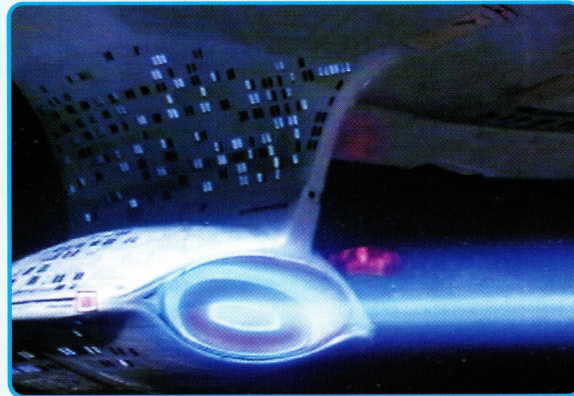
Particle emitter

A deflector beam is projected out in front of the ship, clearing a path thousands of kilometers ahead. The beam itself is made up of graviton emissions, and is powerful enough to sweep asteroids out of the way.





▶ *The deflector dish is the only unit aboard the ship with the capacity large enough to handle high energy loads, and is often modified to deal with unique situations. In an attempt to improvise an effective weapon against a BORG CUBE that is threatening the U.S.S. ENTERPRISE, a single, massive energy pulse is channeled through the dish.*



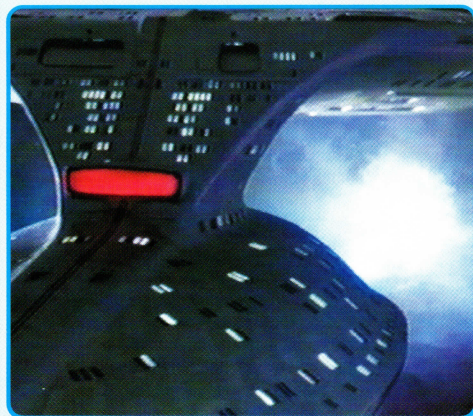
hydrogen atoms can cause damage to the ship. The significance of the system cannot be understated; it provides vital protection from impulse to high warp velocities.

The deflector beam itself is made up of a **graviton beam**, focused and manipulated by **subspace field distortion amplifiers**. There are actually two beams emitted, the first of which is a series of parabolic shields that extend around two kilometers in front of the ship; these low-powered fields are relatively static, and deflect stray hydrogen atoms as well as any **submicron particles** that the second, more powerful beam may have missed. This second powerful tractor/deflector emission sweeps thousands of kilometers ahead of the ship, pushing aside not only small particles, but also larger objects that could present a hazard.

Working in harmony

Due to the large amounts of power required by the second beam, significant subspace and electromagnetic radiation is generated. Such fields can badly affect many of the sensor systems required by the *Enterprise*, so to avoid this potentially dangerous interference, the long-range sensor equipment is located directly behind the main deflector dish. The emitters from the sensors and the deflectors are aligned in such a way that both of their fields issue outward from virtually the same point, effectively allowing the sensors to look straight through the interference generated by the deflector systems. However, a significant increase in power to the deflectors can still affect some of the systems, notably the subspace field stress and gravimetric distortion sensors, so the bal-

▶ *Seen from behind the saucer of the U.S.S. ENTERPRISE, the deflector dish is an extremely powerful medium through which to improvise a weapon. The effect of an energy burst can be dazzling.*



▶ *Despite the huge power generated through the dish, it is unable to halt the BORG CUBE, and only succeeds in causing widespread damage to the warp drive. The deflector dish itself is actually burnt out, requiring its replacement at EARTH STATION MCKINLEY during a six-week refit.*

▶ *The deflector dish is mostly used in conjunction with the ENTERPRISE's sensor systems, in order to track objects and ensure they do not hit the ship. The deflectors sweep in a wide arc across the direction of flight, well in advance of the ship, and remove any dangerous matter.*

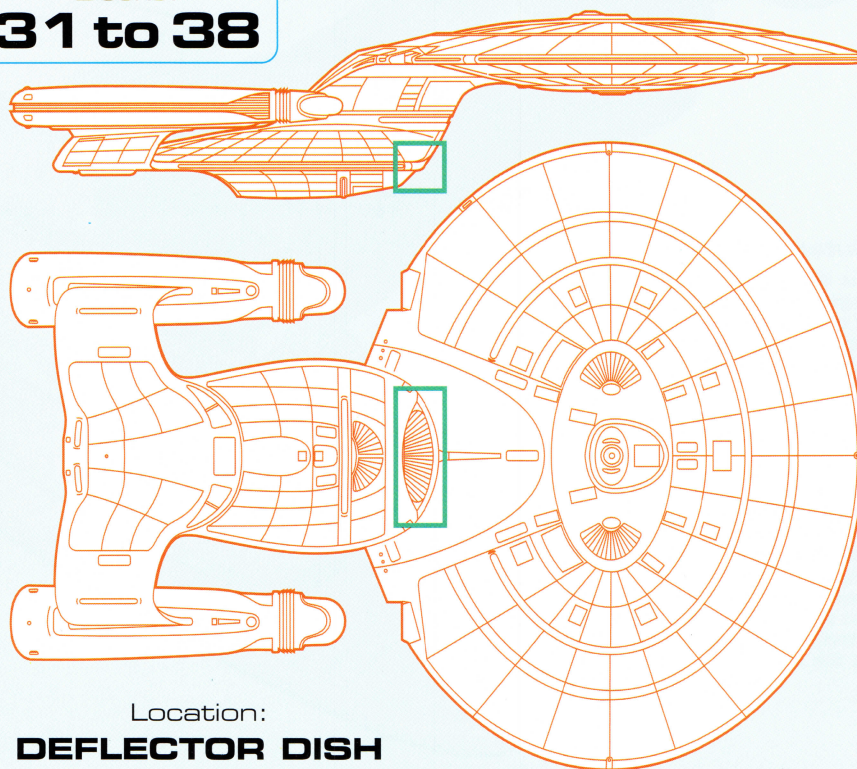
ance of power is carefully maintained unless there is an emergency.

When an unusual or dangerous situation does occur, the sensor dish can and has been called upon to perform functions for which it was not specifically designed. Because of its close proximity to so many different sensors and particle emission systems, various fields can be channeled with great effect through its

broad aperture, although in some situations this can be dangerous.

As an integral element vital to the successful functioning of the *Enterprise*, the deflector dish operates in unison with a series of systems. Without it constantly moving potentially lethal fragments of debris out of the ship's way, the *Enterprise's* ability to travel through space safely would be severely compromised.

Decks:
31 to 38



Location:
DEFLECTOR DISH



Kes's Transformation

Kes's telepathic and psychokinetic talents have always promised enormous potential, but when she begins to display previously unseen abilities, it becomes apparent she is on the brink of a wondrous new existence.

Kes has long believed that the **Ocampan** people have been held back by circumstance, namely the crippling watch of the **Caretaker** over their world. She wants to realize her full potential as an Ocampan, an opportunity she feels few of her people have had. But her desire to reignite and reenergize her telepathic abilities leads her down a path of enormous growth that eventually

leads to an incredible transformation.

With the help of her **Vulcan** crewmate **Tuvok**, Kes begins to explore her psychokinetic talents. Tuvok finds them undisciplined and unpredictable at first, but, through Kes's diligent work, and what appears to be a natural evolution, her skills increase exponentially.

After four years of steady improvement, her ability notably increases after **Tiernan** occupies her body, and changes even more

PROFILE OF A TRANSFORMATION

YEAR: 2374

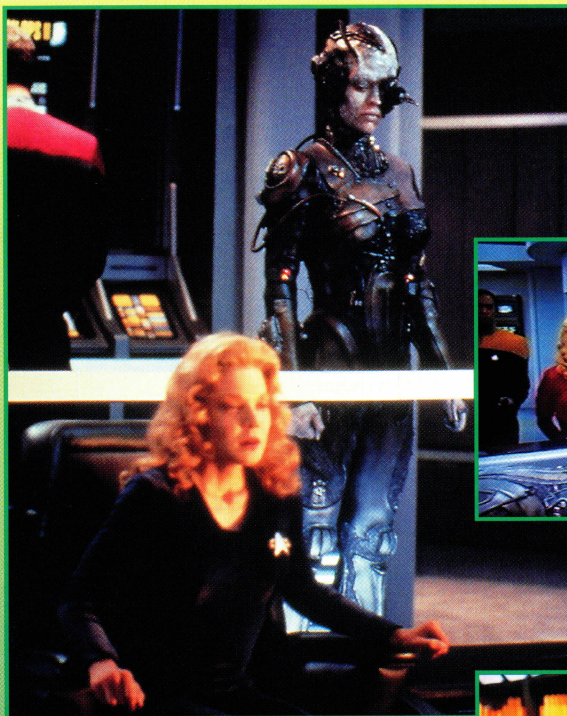
REMARKS: Old Ocampan legends teach that their people once had incredible mental powers, and Kes soon exhibits such abilities aboard the **U.S.S. Voyager NCC-74656**. Her powers increase when she meets fellow Ocampan **Tanis**, and temporarily gains the ability to change matter on a molecular level. After coming into contact with **Species 8472**, her telepathic powers increase even more dramatically.

TRANSFORMATION SEEN: 'The Gift' [VOY]



▲ Kes's mental powers, such as her eidetic memory, have long been in evidence. At first, she is unsure how far her talents extend, and of how best to use them. In 2374, an encounter with **Species 8472** seems to spark off a huge change in her evolution.

TRIGGERING CHANGE



★ Linking minds

Kes receives telepathic messages from **Species 8472**. It is these events that seem to herald her powers evolving further.

★ Telekinesis

Kes only has to think of using a hypospray and one flies through the air and into her hand from across sickbay.



★ Healing

Kes knows intuitively what is wrong, and treats **Seven** using her newfound abilities.



radically when the **U.S.S. Voyager NCC-74656** encounters **Species 8472**.

When a *Voyager* away team first boards a **bio-ship** belonging to **Species 8472**, Kes senses that **Ensign Kim** is in danger and implores the **Doctor** to get the away team out of the vessel. In a series of terrifying telepathic communications, Kes is able to hear and see **Species 8472** in her mind so vividly she believes they are in the room with her.

Increasing powers

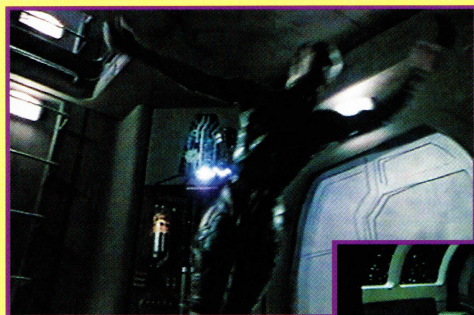
When Kes makes contact with the aliens, the telepathic connection is so strong it physically knocks her backwards, dazing her. But she is able to tap into detailed information about the aliens, and shares this

with **Captain Janeway**: "They come from a place where they're alone – nothing else lives there. I feel malevolence, a cold hatred. It's an invasion, they intend to destroy everything."

Upon tapping into such thoughts, the serotonin levels in the telepathic centers of Kes's brain are greatly elevated, reaching 62 percent above normal, and her intuitive skills enter a state of hyperstimulation. Kes is able to see into a place where the distinction between matter, energy, and thought no longer exists. Every cell in her body tells her that she is about to change into something more. Prior to when her telepathic and telekinetic abilities accelerate, Kes has been



Kes's Transformation



★ **Out of control**
Neelix is knocked to the ground after witnessing Kes's abilities first hand. Kes realizes that her new powers are putting her crewmates in danger.

★ Telekinetic

Kes stops Seven by causing a power surge, even though she is several decks away.



★ Farewell

Captain Janeway and Kes say goodbye. Both are sad to be parting, but Kes is also excited that she is leaving to fully explore the changes that are happening to her.

feeling a little strange for some time; she has been sensing the energy around her, and has been sleeping less.

The transformation Kes goes through is so powerful that she is able to focus her mind well below the molecular structure of an object or person. She merely has to gaze at an object, and she begins to see the space between the atoms, filled with something even the most powerful microscopes are unable to detect. Kes claims to be able to see beyond the subatomic level by moving her mind's eye rapidly through the particles of matter and energy, deeper into this mysterious subatomic realm.

Evolution

These experiences leave Kes feeling ecstatic, more exhilarated and more focused than at any other time in her life. Her new talents also allow her to help **Seven of Nine**. When surgery leaves Seven convulsing on a **biobed**, Kes's mind penetrates down through the layers of the **Borg's** flesh on a sub-microscopic journey into the deep recesses of her brain, to its colliculi. Kes is able to detect a Borg implant pressing



★ Emergency exit

The evolution that Kes is experiencing unwittingly causes damage to the ship.



against Seven's trochlear nerve, and psychokinetically removes the implant by dissolving its physical structure, thereby stabilizing the Borg's nervous system.



★ Ecstasy

Kes experiences a feeling of tremendous wellbeing while experimenting with her powers.

After stabilizing Seven of Nine, Kes feels exhilarated. But her unpredictable psychokinetic powers begin to spiral out of control. She experiences a haphazard range of telepathic premonitions, often resulting in wild states of cellular flux. At one point, Kes's transformation is so overwhelming that her body begins to ripple and distort. She appears to be in a state of ecstasy. But, eventually, her atoms reestablish their molecular bonds and she appears to return to normal.

"I'm going through ... a transformation. I don't know how, or why ... but every cell in my body tells me that I'm about to change into something ... more."

— Kes to Captain Janeway

The transformation taking place leads Kes to decide to leave *Voyager*. She wants to explore her telepathic abilities further, and believes that she will endanger the crew if she stays; the effect her powers are having on the ship supports her fears.

Tuvok initiates a **mind-meld** in order to slow the process, but he cannot stop the change permanently, and, in truth, Kes doesn't really want him to.

Side effects

For 17.4 seconds, Kes's body destabilizes at the subatomic level while she fluctuates between a normal physical existence and a destabilized subatomic state. This metamorphosis affects everything around her, prompting her departure from *Voyager* for the safety of all. Shortly after leaving *Voyager*, her body bursts into a sparkling explosion of molecules, light, and energy. As a goodbye gift, she sends *Voyager* sailing at quantum speeds out of Borg space, and deposits the ship nearly 10,000 light years closer to home.

BEYOND THE SUBATOMIC

Power of the mind

The transformation that Kes goes through allows her to view the energy and vapor particles a flame emits. She sees the very essence of the fire, and is able to control the flame by speeding up its particles, enabling her to make it hotter and brighter. Eventually, Kes learns how to be in total control of her psychokinetic powers, resulting in an ability to reduce the flame to its normal low flicker. Similarly, she is able to focus her mind on a physical object, such as a table or a lamp, zero in below the subatomic level, and instantly move, distort, or destabilize its physical form. When Kes locks her mind on a tray of medical instruments sitting on a table across the room, a hypospray immediately flies through the air and directly into her grasp.

▶ Under instruction

Tuvok intends to tutor Kes in the use of her emerging abilities, but it soon becomes clear she is far beyond anything the Vulcan has previously experienced.



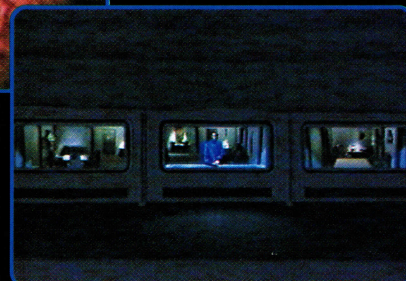
▶ Fond memory

After Kes leaves the U.S.S. VOYAGER for her new life, Tuvok places the meditation candle with which they experimented in his window as a reminder of her.



◀ Manipulating matter

Kes's new abilities allow her to see inside objects, as if she is traveling through the space between atoms.



Captain Picard and Ro Laren

Many of **Captain Picard's** crew are hand picked, exceptional officers whose past records make them ideal candidates to serve on **Starfleet's** flagship. **Ensign Ro Laren** is an exception, but Picard soon comes to appreciate her talents.

Captain Jean-Luc Picard is not an easy man to impress at the best of times, but when **Ensign Ro Laren** is assigned to the **U.S.S. Enterprise NCC-1701-D**, she has no intention of making a good impression. In fact, Picard is told in no uncertain terms that she has no desire to be on his ship, although it's "better than prison". As this introduction shows, Ro is a rather unusual officer, but one that Picard will find is eventually worth the challenge of getting to know.

Most of Picard's crew are young men and women at the height of their careers, many of whom he has chosen personally, often based on previous meetings in which they impressed him with their diligence or their spotless service records. But Ro is different, and from the moment the captain learns she has been assigned to his crew, he is wary. Prior to joining his team, she was imprisoned on **Jaros II** for disobeying

orders that resulted in the deaths of eight crew members, and as a result she was court-martialed. This hardly makes her a suitable candidate for a position on **Starfleet's** flagship. In addition to the problems of her tarnished past, she is, unknown to Picard, in fact on a covert mission under orders from **Admiral Kennelly**; working for someone else, she has no reason to respect nor even like her captain.

Willing to listen

But Picard is the kind of captain whose actions soon demand respect. He would not do Ro any favors unless he believed it was for the good of **Starfleet**, so when he follows her suggestions during a mission to uncover **Bajoran** terrorists who allegedly attacked the **Federation** colony on **Solarion IV**, it shows that he respects her opinion, and is willing to consider her expert knowledge on the situation. Ro suggests that the crew contact **Keeve Falor** on **Valo II** instead of the more respectable, but powerless, **Jaz Holza**, and Picard agrees, seeing the merit in her suggestion.

DEVELOPING RELATIONSHIP

2368 Ro Laren is assigned to the **U.S.S. Enterprise NCC-1701-D** by Admiral Hennesley, for whom she is working undercover. When she suspects Hennesley is in league with the **Cardassians**, she turns to Picard for help.

2368-70 Ro elects to stay on the **Enterprise**, and the mutual respect between her and Picard grows.

2370 Ro is sent to infiltrate the **Maquis**, but finds she cannot bring herself to betray them. Her respect for Picard makes it difficult to betray him.



▲ *Ro Laren is initially sceptical of Captain Jean-Luc Picard, but as she sees him work she comes to respect him more and more. But no matter how loyal she becomes to Picard, she can never forget her hatred of the Cardassians, and when put to the test, her ultimate loyalties do not lie with Starfleet.*

Picard continues to surprise Ro. When she accompanies him to the camp on **Valo II**, he impresses her with his knowledge the accomplishments of the **Bajoran** civilization. His compassion toward the refugees, such as ordering blankets for every man, woman, and child, shows Ro another

★ Faith

Captain Picard gains Ro's trust by being open to her ideas and listening to the needs of the Bajoran people. He shows his compassion by organizing essential supplies for the war victims.



★ Common plight

All Captain Picard's crew trust him implicitly. Guinan knows that Ro can turn to him with her problems.

★ Forging links

Captain Picard's efforts to alleviate the plight of Bajoran refugees on the planet Valo II show Ro that he is a just man.



LEARNING TO TRUST ONE ANOTHER



Captain Picard and Ro Laren

side of her captain. He soon convinces her that he is a decent and just man.

When Ro realizes there is more to the mission than Admiral Kennelly explained, she doesn't know where to turn. Fortunately, **Guinan** promises her she can trust Picard, and she reveals to him the true nature of her mission.

Picard is willing to trust Ro, and this teaches her to trust him in return. When the mission is over, he asks her to stay on board, claiming there is still a lot she can learn from Starfleet. When she responds that Starfleet has a lot to learn from her, Picard concedes her attitude is similar to that of the best officers with whom he has served. Ro remains on the *Enterprise*, now willing to work with Picard instead of against him.

Picard inspires Ro to be the best officer she can, and she is keen to win the captain's approval. Her depth of feeling for him is revealed in 2368, when she is exposed to a **Romulan interphase generator** that renders her invisible. Believing she has been killed and is a ghost, Ro admits that, even though she's



★ Pilot

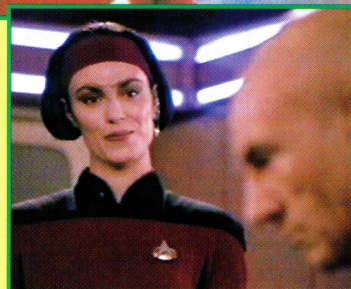
Picard has ample opportunity to watch Ro at work. She is a member of his bridge crew, and often mans the conn station in front of him.

dead, Picard still intimidates her. She also thanks him – conveniently when he can't hear her – for trusting her when no one else would.

Dependable officer

In 2369, when Captain Picard, Ro, and two other crew members are reverted to the physical age of 12, Picard can again rely on Ro to keep a clear head. She helps him to retake the ship from **Ferengi** hijackers, further demonstrating that the captain's trust in her has not been misplaced.

Sensing her potential, Picard



★ Reluctant

Ro thanks Captain Picard for his trust in her – but only when he is unable to see or hear her.

recommends that Ro undergo advanced tactical training with Starfleet. Later, in 2370, she returns to the *Enterprise* as a lieutenant, first class. By this point, the captain has a comfortable relationship with his young officer; he understands her personality well enough to know when she needs rescuing from her welcome party, which he rightly assumes is rather overwhelming. Later that year, when Ro is asked to go undercover to infiltrate the **Maquis** rebels who are fighting the Cardassians, she accepts, hoping to validate Picard's faith in her.

Betrayal

Ro knows all about fighting for one's way of life, and the Maquis quickly invoke her sympathy; she is torn between these feelings and her loyalty to Starfleet. But she is willing to lead the Maquis into a trap for Picard.

As the mission continues, Ro finds it difficult to reconcile her two worlds. To deflect Starfleet's interest, she tries to convince Picard that the Maquis resistance



★ Unresolved issues

Picard can rely on Ro in every situation, even when they are both reduced to children.

cell she has infiltrated is not worth Starfleet's trouble, but the captain guesses the truth: Ro is conflicted about her mission. He asks if she will be able to complete her task, and she vows to do so; she swears she doesn't want to let Picard down. He takes a hard line with her, insisting the issue isn't about her earning his respect; as far as Picard is concerned, Starfleet is committed to the mission at all costs, and if this means putting Ro before a board of inquiry for lying to her captain, he is willing to do it.

Whether this challenge hardens Ro's intent to complete her mission or shatters it is unknown, but, at the last moment, she realizes that no matter how much Picard's respect means to her, she cannot betray the Maquis. Instead, she decides to join them. But even in making this decision, her thoughts are with Picard. Before she joins the rebels, she asks **Commander William T. Riker** to convey a message to the captain who gave her a second chance: "I'm sorry".

THE MAQUIS VS PICARD

A cause to believe in

Ro finds her sympathies torn by the underdog Maquis, and she joins a growing list of Starfleet defectors when she offers her training to their cause. Her only regret in joining the Maquis is that she disappoints Picard, who gave her a reprieve and showed more faith in her than she did herself. The trust and respect Picard commands from officers such as Ro is what makes him such a successful captain.

▼ Skills for hire

Ro hopes to validate Picard's trust in her by accepting a mission to infiltrate the Maquis.



▼ Loyalties divided

Picard's trust has meant a great deal to Ro, but her heart lies elsewhere.



"I don't believe this. I'm dead ... you can't hear me ... and I'm still intimidated by you. I just wanted to say, thank you for trusting me when no one else would."

— Ensign Ro to Captain Picard



FILE 44 NON-STARFLEET HUMANS

SEE OTHER FILES...

STARFLEET PERSONNEL...File 43

FERengi PERSONNELFile 51

STAR TREK: THE
NEXT GENERATIONFile 69

Jason Vigo

Jason Vigo spent the majority of his youth on the harsh planet of Camor V. After his mother's murder he learns to be self sufficient, and lives life for the moment.

Jason Vigo is a reckless and charismatic young man of 23 who faces life's challenges head on, and is unfettered by any family ties or feelings of responsibility. But he comes to learn something of both when he encounters a man who claims to be his father.

After spending 13 years living on the harsh planet of **Camor V** with his mother, **Miranda Vigo**, Jason has learned how to take care of himself. He is a free spirit, inheriting his mother's sense of independence. Miranda Vigo left Earth for Camor V after hearing about the children who were orphaned there after the **Cardassian War**. She brought a huge, old house, and Jason was raised here alongside 40 other children. The household was run like a school; Miranda taught the children to read and write, but Jason remembers that she also taught them to be strong enough to handle anything that life might throw at them.

Tragically, Miranda died on Camor V in 2363. Two men attacked and killed her

for the food she was carrying; food is a rare and valuable commodity on the impoverished planet. Jason was left alone, forced to make his own way in life in whatever way he could.

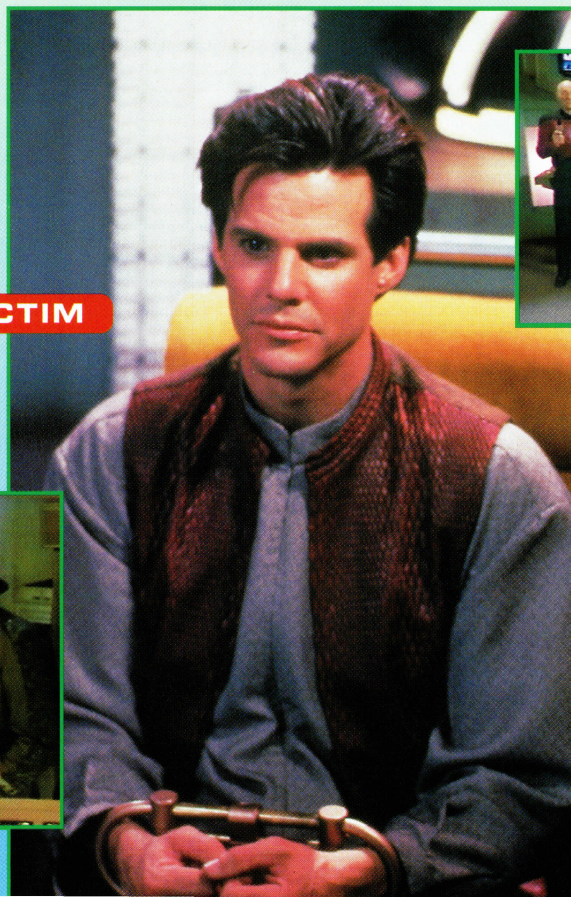
Father figure

Jason's life takes an unexpected turn when he meets **Captain Jean-Luc Picard**. The captain beams Jason off a rock two miles below Camor V's surface, and onto the **U.S.S.**

Enterprise NCC-1701-D, where the young man is told he has been targeted for assassination by an enemy of the captain – who claims Jason is Picard's son. Suddenly,

★ Tool of revenge

Fifteen years ago, Captain Picard was forced into a confrontation with Bok's son, who was killed in the battle; Jason is to be Bok's instrument of revenge.



PROFILE ON VIGO

NAME: Jason Vigo

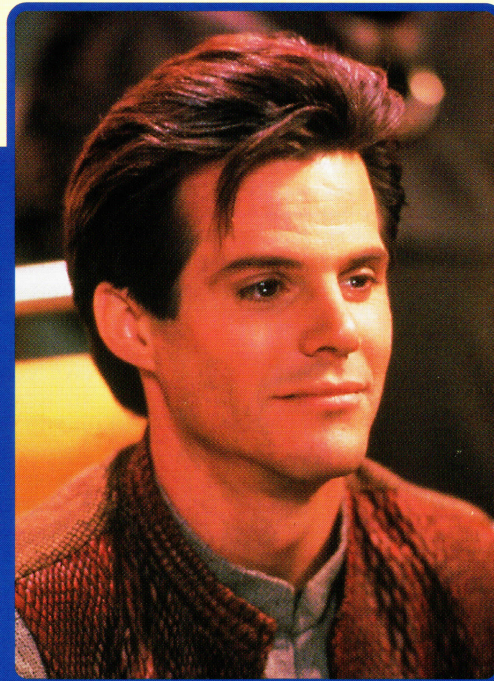
LIFE FORM: Human male

BORN: 2346

FAMILY: Mother, Miranda Vigo. Father, unknown Starfleet officer.

COMMENTS: At 23 years of age, Jason Vigo is a headstrong and undisciplined young man. He grew up on an impoverished world where he learned to be independent, and knows how to use his cunning and streetwise skills to survive.

FIRST SEEN: 'Bloodlines' [TNG]



▲ As a free spirited individual, Jason enjoys living life on the edge. He is not pleased to be beamed away from this carefree way of life.

★ Protective parent

Picard is prepared to risk his own life to rescue the young man who could have been his son.



a son, but he seems open to the possibility. The starship captain had an affair 24 years before with Miranda Vigo, a botanist; they met while Picard was on shore leave on Earth. Miranda never told Picard that she had a child, but he remembers her as a very independent and strong willed woman and is, therefore, not surprised that she might have chosen to raise a son alone.

Jason is coolly polite but distant toward his newly discovered parent, while Picard finds it difficult to relate to this young man who keeps his emotional barriers tightly guarded. In the company of Picard, Jason is completely withheld, and shows every desire to leave their relationship at the level of mere acquaintances.

Another side to Jason's character is revealed by his behavior toward **Deanna Troi**, with whom he is very

INNOCENT VICTIM

★ Abducted

Bok abducts Jason from the U.S.S. ENTERPRISE; he tells Picard he has seen his "son" for the last time.



Jason has a father who is a **Starfleet** captain, and it appears he has inherited the burden of that captain's command decision of 15 years ago, when Picard was forced to destroy a ship commanded by **DaiMon Bok's** son; Bok is now out for revenge. Jason is shocked and annoyed at the intrusion of his long-lost father and this sudden threat toward his life.

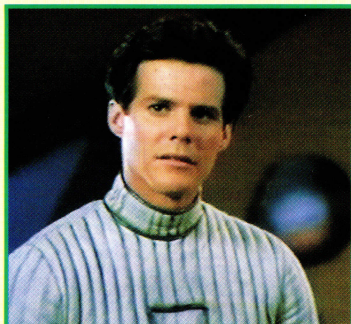
Until recently, Picard had no idea that he might have



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Jason Vigo



★ Resentful

Jason has no wish to get to know a father who has never been there for him before.



★ Fatherhood

Picard has no idea how to fulfill the role of a parent; he finds it difficult to relate to his 'son'.

charming and flirtatious. Jason complains to Deanna that he finds Picard stiff, and doesn't feel there is much point in getting to know the captain. As soon as the threat toward his life by the **Ferengi** DaiMon Bok has been resolved, he will leave the *Enterprise*, and both men will be out of the other's life forever. Jason acts as if he is completely unfazed by Bok's threats, and claims "people have wanted to kill me before."

Picard is as uncomfortable with the prospect of having a son as Jason is with having a father. When Picard attempts to share his interest in archeology with Jason, his attempts at bonding are rudely rebuffed. Jason dismisses Picard's purchase of a **Gorlan prayer stick** for an old bottle of **Saurian brandy** as too expensive. After years of living on Camor where only food – or money that could be used to buy food – are valued, Jason perceives Picard's relics as impractical, useless junk.

Once it is discovered that Bok can appear on the ship at will, Picard puts Jason under constant guard. But Jason wants his space, and is annoyed by this intrusion. Used to living life with no ties or responsibilities, Jason is the complete antithesis of what Picard

would have expected and hoped for from a son. To make matters worse, **Data** discovers he has a criminal record: three counts of petty theft, two of disorderly conduct, and 24 of trespassing – probably due to his passion for rock climbing. Picard cannot help but think that things may have been different for Jason had he played some part in his life; he could have provided a role model as a disciplinarian and loving father.

Picard continues to reach out to Jason despite his many rebuffs, and manages to impress the young man by expertly scaling up to sit with him high on a rock in a **holodeck** cave-climbing program. Picard gradually probes through Jason's barriers by confessing his own regrets that he remained estranged from his father right up until the man's death. Jason tells Picard the captain wouldn't want him as a son. His insecurity and feelings of inadequacy and shame surface as he shares his criminal past with Picard, only to discover that the captain already knows. In that moment, when Jason realizes that he has Picard's love and acceptance anyway, he begins to understand what it means to have a father. He might want to get to know Picard after all.

Heritage revealed

However, beginning with a slight hand tremor and evolving to the point where he can barely hold his drink, Jason slowly realizes something is wrong with him. He does his best to overlook what he feels is an embarrassing and somewhat frightening problem until he has a seizure aboard the *Enterprise*, much like an epileptic fit, and falls to the floor as his body spasms.

Dr. Beverly Crusher diagnoses Jason as having **Forrester-Trent Syndrome**, a degenerative neurological disorder that can ultimately lead to paralysis or death. The syndrome can be triggered by a random mutation, but is more likely to be a genetic inheritance that would have been passed to Jason by one of his parents. Upon conducting further tests, including a microcellular scan, Beverly discovers that Bok has resequenced Jason's DNA to make him appear to be Picard's son. The neurological disorder is merely a side effect of damage to Jason's DNA caused by the tampering Bok has carried out.

DaiMon Bok transports Jason

"I've been in trouble since I was a teenager ... I steal, I lie, I use people. I'm a criminal. That's what your son is."

— Jason to Picard

aboard his ship via his **subspace transporter**, and, unaware that Picard has learned the truth, sends a visual hail to the *Enterprise* while holding a knife to Jason's throat. Even in the middle of this volatile situation, Jason shows clear thinking and initiative, suggesting to Bok that he has friends on Camor V who will make it worth Bok's while to spare his life. Fortunately, Picard transports aboard the Ferengi vessel and reveals to the crew that there is no profit in Bok's mission, only revenge, and the horrified Ferengi relieve Bok of command.

Despite all that happens, Jason and Picard seem grateful for the

meeting and the chance to get to know each other, even though it would never have occurred if not for Bok's schemes. Jason prepares to return to Camor to face the consequences of his past actions, but he is sad to say goodbye. He returns to Camor with a Gorlan prayer stick, a present from the father he almost had.



NEW GROUND

Forging a bond

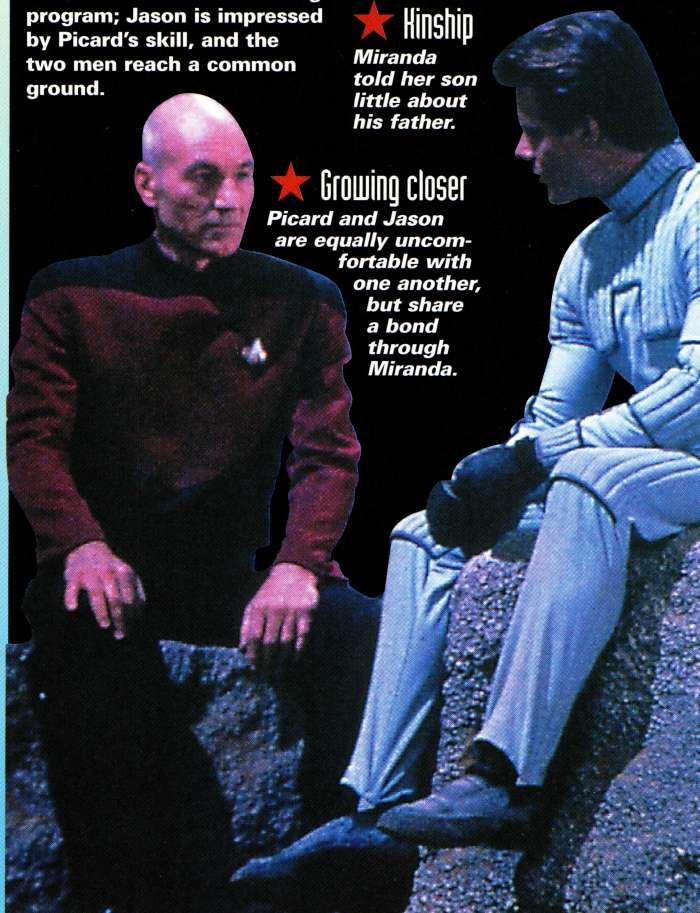
Picard has never felt comfortable around children, and finds being faced with an adult son difficult. Trying to relate to this undisciplined young man is perhaps the starship captain's hardest challenge yet. Picard finally breaks through Jason's barriers when he joins him on a holodeck rock climbing program; Jason is impressed by Picard's skill, and the two men reach a common ground.

★ Kinship

Miranda told her son little about his father.

★ Growing closer

Picard and Jason are equally uncomfortable with one another, but share a bond through Miranda.



Rurigan's Hologenerator

Rurigan is the only real member of a village he constructed and programmed using a **hologenerator**. Based on the life he lost after the **Dominion** took over his homeworld, the program has evolved to such an extent that it has generated sentience.

Holographic technology is not exclusive to **Starfleet**, as is illustrated by the **hologenerator** built by **Rurigan** on **Yadera II** in the **Gamma Quadrant**. Its complexity and sophisticated programming is much more advanced than any **Starfleet holosuite**.

On **Stardate 47603**, **Constable Odo** and **Science Officer Dax** of **Deep Space Nine** set out to investigate an unusual energy reading from **Yadera II**. There, they discover an **omicon particle field** being generated from a structure in the middle of a village square, and deduce it is a power generator.

Surrounded by a low, half-circular wall, the machine stands upright to a height of around two and a half meters. Two thick main struts, about a meter apart, angle inward at approximately 45 degrees to support a circular main body with various indentations and channels. The circular body has two smaller projections issuing out of its top, and a hollow, circular center.

Recreated world

The technology used is very impressive. It is able to project a whole village and its inhabitants all along a valley, and it can recreate them so realistically that outsiders, and even the villagers themselves, have no idea the scenario is not real.



▲ **Protector Colyus** is the village spokesman. **Rurigan** lives as an ordinary member of the community, and draws no attention to himself.

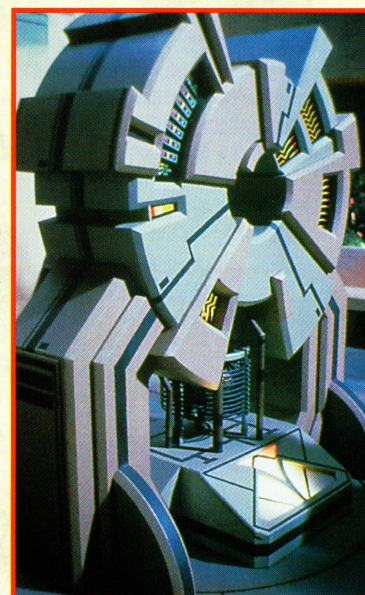
Only when the geographical limits of its projection are reached, and the holographic villagers literally fade away when crossing the particle field threshold, is the true nature of the generator revealed.

Even though the generator does have limits, its sophistication is further displayed through them. When the young holovillager **Taya** reaches out beyond its boundaries her arm disappears, but is instantly regenerated when she reaches back within its range. This shows the accuracy of the hologenerator's pattern imaging system: it is able to reconstruct the lost parts of data from **Taya's** arm when she once again comes inside its effective range. Such is the manipulation of the **omicon** particles that, had **Dax** and **Odo** stayed within the confines of the village, they might never have suspected the unit's real purpose.

The hologenerator has an extremely sophisticated self-diagnostic system. **Dax** is able to isolate very specific elements, such as a villager's cloak, and stop then start its projection. Even so, the generator cannot cope with the deterioration of its components after more than 30 years of operation. When the element controlling the particle field breaks down, it is unable to compensate, and an increasing number of holographic villagers begin to disappear. Unaware of their true nature, the villagers have no explanation for the disappearances.

Self aware

While the hardware of the hologenerator is undeniably impressive, its program is even more so, and herein lies the most unusual and unexpected feature of this holotechnology. As **Starfleet** personnel know,



▲ **Rurigan constructed a hologenerator so powerful that it created and sustained an entire village over 30 years.**

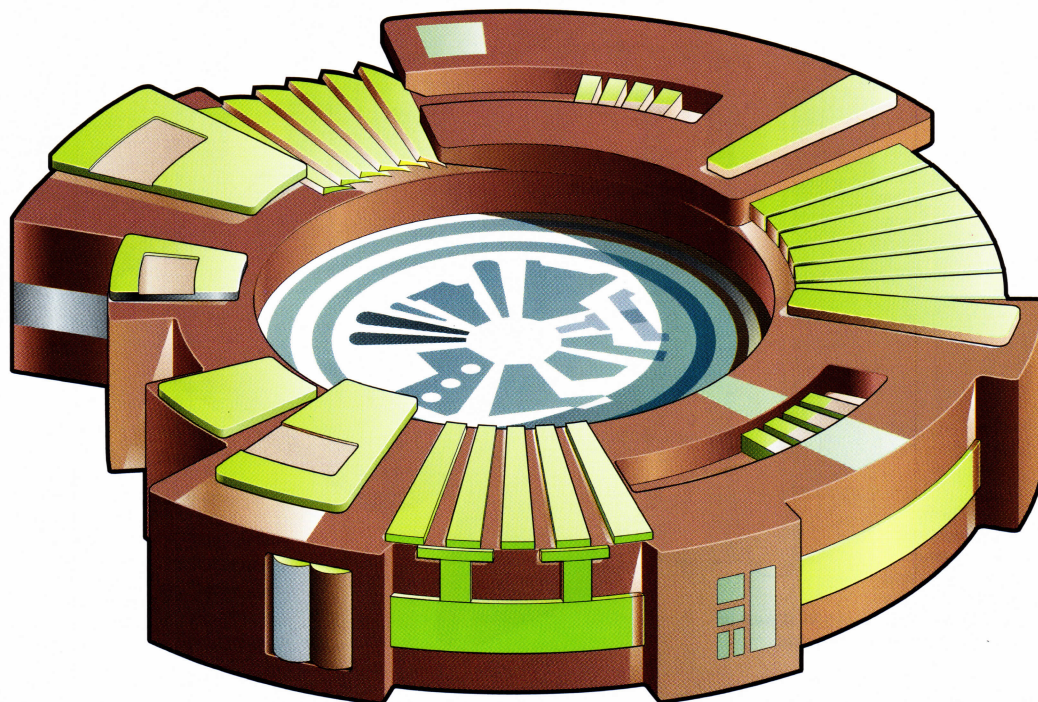


▲ **Dax uses this mobile device to find the range to which the hologenerator can project.**

MOBILE MONITOR

Keeping tabs

This small, handheld device allows the **Starfleet** officers to closely monitor the **hologenerator's** range.



Rurigan's Hologenerator

the best use of **holosuites** requires specific instruction from the user, leading to intricate renditions of factual or fictitious events or people. What Rurigan's hologenerator creates has gone far beyond this simple generation of data. Its programming has had 30 years to increase in sophistication, and its

recreation of a whole community has gone beyond a simple projection to produce individual character sentence, an extraordinary event within an artificial system.

For his own reasons, Rurigan does not carry out maintenance on the hologenerator and, by 2370, a total systems failure is only a few

months away. This would result in the disappearance of all projected elements and, in Dax's view, a whole new life form will cease to exist. She shuts the system down, upgrades the memory core, and realigns the field generators, thus ensuring the survival of this remarkable community.

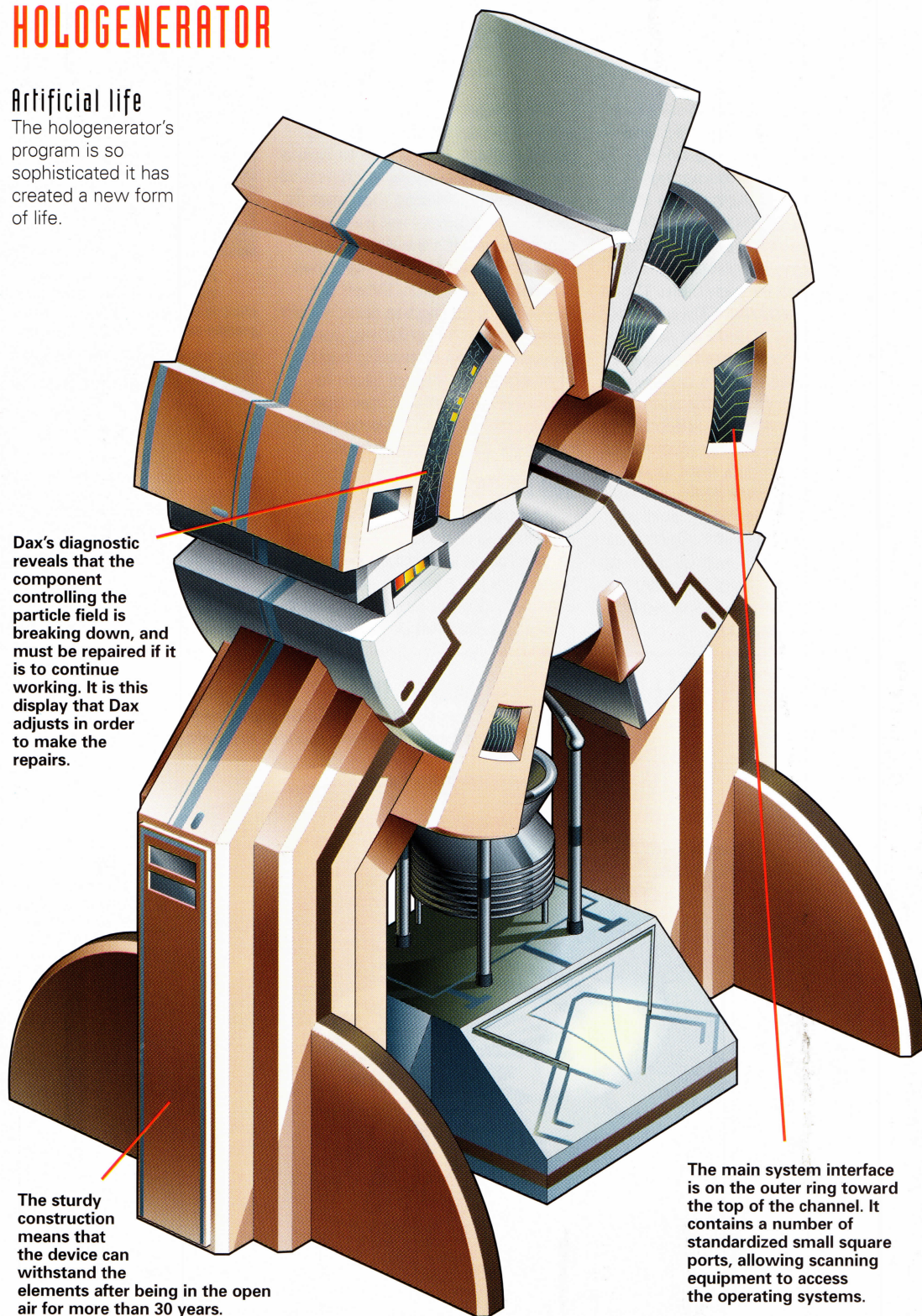
HOLOGENERATOR

Artificial life

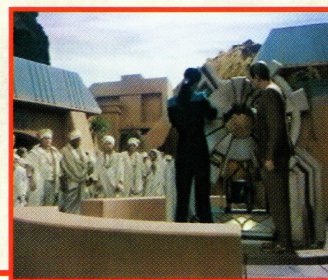
The hologenerator's program is so sophisticated it has created a new form of life.

Dax's diagnostic reveals that the component controlling the particle field is breaking down, and must be repaired if it is to continue working. It is this display that Dax adjusts in order to make the repairs.

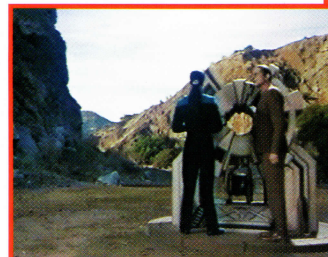
The sturdy construction means that the device can withstand the elements after being in the open air for more than 30 years.



The main system interface is on the outer ring toward the top of the channel. It contains a number of standardized small square ports, allowing scanning equipment to access the operating systems.



Dax and Odo try to explain to the Yaderans that the whole village is merely a holoprojection.



When Dax turns the device off to make repairs, the Yaderans and their village vanish.



Rurigan is the only 'real' villager. The device is his creation, built to mirror his home planet.



Rurigan asks Dax and Odo not to tell the other villagers that he is different than them.



Thanks to Dax's technical know-how, she is able to bring back the 'missing' villagers.



FILE 68 STAR TREK: The Original Series

'Wink of an Eye'

The *U.S.S. Enterprise NCC-1701* receives a distress call from the planet **Scalos** in an unexplored sector of space. There is evidence of a humanoid civilization, but no sign of life — apart from an annoying, insect-like buzzing heard by **Captain Kirk**.

'WINK OF AN EYE'

"Hyperacceleration is the key ... I count only seven of them aboard; nevertheless, they have captured the ship and we are in their control because of this acceleration. They are able to speed others up to their level."

— Kirk's message to the crew

Responding to a distress call from **Scalos**, **Captain Kirk** leads a landing party to the call's coordinates. Upon arrival, there is no sign of the **Scalosians**; the planet is lifeless apart from an insect life form which Kirk hears buzzing.

Suddenly, **Crewman Compton** vanishes. Malfunctions begin to occur on the *U.S.S. Enterprise NCC-1701*, and Kirk again hears the insect whine, this time on board — something has invaded the ship. An alien device is discovered in life support; it is impervious to phaser fire.

Acceleration

As Kirk drinks his coffee on the bridge, the movements of his crew become slower, until they are frozen. **Deela**, the Scalosian queen appears and explains that her people live at a highly accelerated speed. Kirk has also been accelerated; he moves too fast for his crew to see or hear him.

Returning to life support, Kirk encounters the missing **Crewman Compton**, who seems to have accepted the situation. Kirk pushes past him into the room, but he is stunned by a **Scalosian**. Leaping to Kirk's defense, **Compton** is fatally injured. Later, **Deela** informs Kirk that, long ago, **Scalos** suffered volcanic eruptions; the resulting radiation mutated them to an accelerated level, but left their men sterile — they must find mates outside of their race to survive. Kirk's crew will be put into suspended animation until they are needed.

To buy his crew some time, Kirk sabotages the **transporters**. **McCoy** isolates the alien component in Kirk's coffee, and synthesizes an antidote; **Spock** drinks the **Scalosian** water so that he will be accelerated, and he is then able to help the captain.

As **Deela** prepares to beam down, Kirk steals her weapon. He runs to life support, meeting **Spock** on the way, and destroys the alien device. Regretfully, **Deela** returns to **Scalos** alone. Kirk takes the antidote, but **Spock** remains accelerated a while longer to speedily repair the *Enterprise*. As they leave orbit, Kirk whispers goodbye to **Deela**.

ON SCREEN...



1 The landing party discover evidence of a humanoid civilization on the planet. There is no sign of life, but Captain Kirk thinks he hears an insect buzzing.



2 Kirk and Spock find an alien device linked to the life support controls; it is not yet complete, but it has a self-defense mechanism that protects it from phasers.



3 The **Scalosians** accelerate Kirk to their high speed existence. **Deela**, the **Scalosian** queen, has chosen Kirk to be her consort; he is to return to **Scalos** with her.



4 **Rael** is in love with **Deela**; when he discovers she is alone with the captain in his quarters, he attacks Kirk. **Deela** stuns **Rael** to prevent him from injuring Kirk.



5 **Spock** accelerates himself by drinking the **Scalosian** water, and helps Kirk defeat the **Scalosians**. **Deela** and **Rael** leave after their device in life support is destroyed.



6 Kirk drinks the antidote, but **Spock** remains accelerated a while longer to repair the *U.S.S. ENTERPRISE* at superspeed; he says it is an "accelerating experience."

STARSHIP FACTS

Those accelerated to the **Scalosian** level become docile and live briefly, as the acceleration burns them out.



'That Which Survives'

Kirk leads a landing party to investigate a planet too young for the rate of evolution on its surface. The mystery deepens when a woman whose mere touch can kill appears and the *U.S.S. Enterprise NCC-1701* is thrown light years away from the planet by an alien force.

'THAT WHICH SURVIVES'

"Let me touch you ... I beg it ... It is my existence ... you are my match, James Kirk. I must touch you. Then I will live as one even to the structure of your cells ... the arrangement of chromosomes."

— Losira to Kirk

The *U.S.S. Enterprise NCC-1701* charts a planet too young for the advanced level of evolution on its surface. Leaving **Spock** in command, **Kirk** and a survey team prepare to beam down. As they dematerialize, a woman appears in the transporter room; she touches and kills transporter officer **Ensign Wyatt**. On the planet, the survey team are shaken by an earth tremor; the *Enterprise* is thrown 990.7 light years away from the planet by an unknown force, leaving the survey team stranded.

A deadly legacy

Dr. M'Benga reports that Wyatt died from complete cellular disruption. On the planet, the woman appears to geologist **D'Amato** and kills him. That night, the party take turns at watch. The woman reappears to **Sulu**, but Kirk shields him; he is unharmed by her touch, and she vanishes.

The *Enterprise* has been sabotaged, its warp speed increases to dangerous levels. On the planet, Kirk suggests the woman can only focus on one person. When she next reappears for Kirk, Sulu and **McCoy** shield him. She says she is **Losira**, commander of "this outpost", and seems very sad.

Meanwhile, **Scotty** climbs into an access crawlway to cut the flow of fuel to the engines; as the *Enterprise* reaches **warp 14**, her speed gradually decreases.

The survey team find a hidden entrance to a room in a rock face. Three replicas of the woman appear from a computer; the three men cannot shield one another. Spock and a security guard arrive in time and disable the computer; the women vanish. A recorded message from Losira appears. Her people, the **Kalandans**, were killed by a deadly organism, inadvertently created while terraforming the planet. She was the last survivor; the computer used her image to defend the outpost, but also felt her guilt at killing. Kirk surmises that Losira's beauty is the only surviving legacy of her dead race.

ON SCREEN...



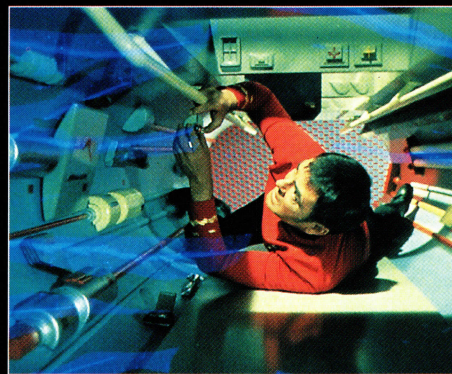
1 Kirk can only watch as Ensign Wyatt collapses and dies as a mysterious woman appears and touches him. The woman identified him by name and rank.



2 While digging a grave for D'Amato, Kirk discovers that the planet is made of red rock. The topsoil and plant life must have been artificially created.



3 The mysterious and deadly woman reappears while Sulu is on night watch; he escapes her grasp, but she does touch his shoulder, causing him immense pain.



4 Scotty risks his life when he climbs into the access crawlway to interrupt the magnetic field leading to the matter/antimatter chamber.



5 Commander Losira tells Kirk she has been sent to defend the outpost; the "others" are all gone. She seems to be compelled to kill.



6 Losira's message has been waiting for centuries, but the supply ships from the planet probably spread the deadly organism throughout her entire race.

STARSHIP FACTS

Kalandan technology puts the *U.S.S. Enterprise* through a molecular transporter and reassembles it slightly out of phase.



'Day of Honor'

Today is the Klingon Day of Honor, and B'Elanna Torres is feeling the full burden of her Klingon heritage; her day darkens when Seven of Nine is given a duty assignment in Engineering. Just when B'Elanna thinks the day can't get any worse, she is faced with a warp core breach.

'DAY OF HONOR'

"No. I'm going to die ... without a shred of honor ... for the first time in my life that bothers me ... I have to tell you the truth ... maybe I can die with a little honor after all."

— B'Elanna to Tom Paris

The **U.S.S. Voyager NCC-74656's** Borg drone, **Seven of Nine**, is unused to her own company. Needing to be around others, she wants to end her solitary existence in Cargo Bay 2, and so requests a duty assignment from **Commander Chakotay**.

In Engineering, **Chief Engineer B'Elanna Torres** is having a bad day; she complains to **Tom Paris** of a damaged conduit and a blown out shower. Torres's woes are complete when Chakotay informs her that Seven has been assigned to Engineering.

Voyager is approached by a small and battered alien craft; the commander of the vessel introduces himself as **Rahmin** of the **Caatati**. His homeworld was assimilated by the Borg and only a few thousand of his race escaped; the refugees request food and medical supplies from the **Federation** starship. Rahmin also requests a small amount of **thorium** isotopes, needed to fuel the **Caatati Vessel's** systems.

Conforming to tradition

Neelix attempts to cheer up B'Elanna. Today is the **Klingon Day of Honor**, and this accounts for the lieutenant's gloom. She is unsure of whether to proceed with the tradition, but being so far away from the **Alpha Quadrant** and anything Klingon has made B'Elanna value the customs and rituals her mother taught her. Neelix has made her a **blood pie**, and persuades her to go ahead with the ritual; sometimes, traditions are worth preserving.

The **holodeck** is programmed to simulate the caves of **Kahless**, but B'Elanna does not fare well in the ritual; the holographic Klingon interpreter is unimpressed by her lack of prowess as a warrior. B'Elanna decides she does not wish to endure the **painstiks**, nor the other unpleasant aspects of the ceremony, and she fights her way out of the holodeck. Later, Paris drops by her quarters; she is angry, and loses her temper with him. He leaves, hurt and upset.

A representative of the Caatati, **Lumas**, comes aboard *Voyager*. Lumas explains that his people need more supplies, and he thinks that *Voyager* has many luxuries — more than enough to share. Before he leaves the starship, however, he is furious to see that there is a Borg female, Seven of Nine, on board; he demands to know what the

ON SCREEN...



1 B'Elanna is having a very bad day and is in a foul mood; first her shower blew out, and then a rupture occurs in a coolant injector, damaging a conduit in Engineering.



2 Captain Janeway wants assurance from Seven of Nine that, if given a duty assignment in Engineering, she will not try to contact the Borg as she did before.



3 The **U.S.S. VOYAGER** is hailed by a fleet of refugee ships; they are all that remains of the **Caatati**, a once proud race whose world was assimilated by the Borg.



4 Neelix offers himself as a pressure valve to his volatile friend if she needs to let off steam. B'Elanna is touched by his offer, and tucks into the blood pie he has prepared.



5 The ceremony for the Day of Honor requires B'Elanna to drink from the **Grail of Kahless** and, more unpleasantly, to eat the heart of a targ.



6 Lumas, the representative of the **Caatati**, is incensed to see a Borg aboard the **U.S.S. VOYAGER**; the Borg are his people's mortal enemies, and also took his family.



'Day of Honor'

Borg have done with his family, who were assimilated when their world was invaded.

B'Elanna is preparing to test the **trans-warp** drive in Engineering; Seven of Nine, with her Borg expertise, is present to assist. As the ship goes to warp, tachyon particles leak into the propulsion systems and flood the **warp core**; after evacuating Engineering, B'Elanna is forced to eject it. *Voyager* lies motionless in space.

Captain Janeway orders B'Elanna and Paris to take a shuttle and retrieve the warp core. Upon reaching it, the shuttle's sensors pick up a *Caatati Vessel* that is attempting to steal the core. B'Elanna emits a beam from the shuttle to intercept the Caatati's tractor beam, but the aliens send an antimatter pulse back through the beam, and this severely damages the shuttle. Torres and Paris transport into space wearing environmental suits just before their shuttle explodes. Together, they use their suit controls to send out a distress signal.

Janeway is suspicious that Seven of Nine may have sabotaged the transwarp experiment, but the Borg assures her that within the collective, where no thoughts go unshared, they are unused to deception. The two begin an investigation of the incident. Seven of Nine finds evidence of erratic fluctuations on the ship when the transwarp experiment took place; the flooding of the warp core appears to be an accident after all.

Truth and honor

Meanwhile, B'Elanna's day is getting worse. Tom's suit is damaged and he will have to share her oxygen, but B'Elanna's suit is also faulty, and they have only half an hour of air left between them.

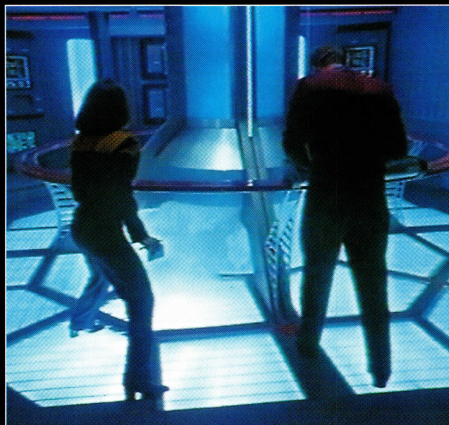
Voyager has picked up their distress call, but the starship has another problem: an armada of *Caatati Vessels* are taking advantage of the disabled *Voyager*. Lumas tells Janeway that they have *Voyager's* warp core, and he demands more supplies, including weapons, an entire supply of thorium, and the Borg female. Seven offers to go, but Janeway refuses; they will fight their way out if necessary. This act of generosity puzzles Seven of Nine and so, in return, she decides to offer another solution. When the Borg assimilated the Caatati, they gained the knowledge of how to replicate thorium; the surviving Caatati seem to have forgotten or lost this technology for some reason. The drone explains she did not reveal this information earlier as it is not

Borg practice to share technology, but if the Caatati are given this capability again, they will become self-sustaining. Seven of Nine constructs an energy matrix to produce large amounts of thorium; satisfied with the device, Lumas returns *Voyager's* warp core.

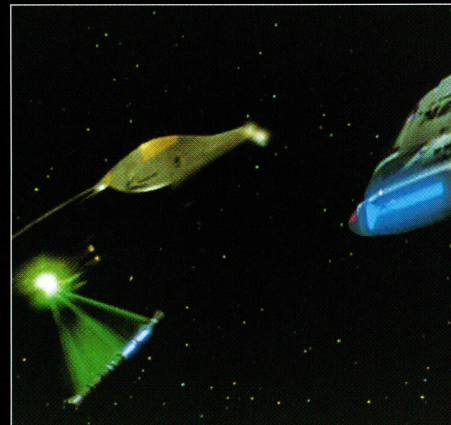
In the vacuum of space, B'Elanna and Tom

have nearly run out of oxygen. Believing that she is about to die on this Day of Honor, B'Elanna tells Tom she will not die a coward; she will at least find the courage to be true to herself, and she finally admits to Tom that she loves him. Seconds later, *Voyager* arrives and beams them safely aboard.

ON SCREEN...



7 Returning from her failure as a warrior, B'Elanna now tests her skill as an engineer. But the transwarp experiment fails, and she is forced to eject the warp core.



8 B'Elanna and Tom locate the ejected warp core in a shuttlecraft. However, they discover that it is already being scavenged by a CAATATI VESSEL.



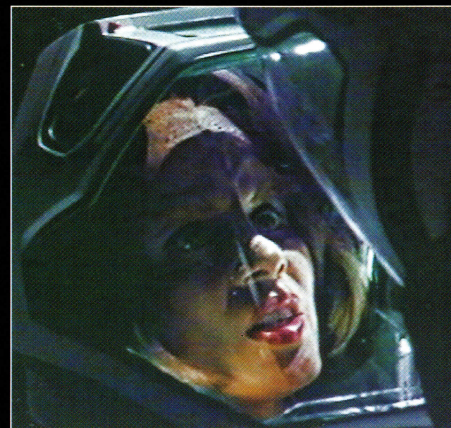
9 The CAATATI VESSEL damages the shuttle with an antimatter pulse. Tom and B'Elanna transport out of the craft seconds before it explodes.



10 The Caatati hold the U.S.S. VOYAGER to ransom; they have the starship's warp core, and demand further supplies. They also want Seven of Nine for revenge.





11 Seven of Nine constructs an energy matrix device to provide the Caatati with their own supply of thorium isotopes. Lumas is satisfied with this solution.



12 As B'Elanna believes that she and Tom have only minutes left to live, she decides she will at least die being true to herself, and tells Tom she loves him.

STARSHIP FACTS

 Legend states that Kahless, the greatest Klingon warrior, fought and defeated an entire army on his own at the Three Turn Bridge.

 A targ is a small, furry, pig-like Klingon animal. It is extremely dangerous and destructive, perhaps similar to Earth's wild boar.



H continued

Hill, Dr. Richard One of **Dr. Beverly Crusher's** staff physicians on the **U.S.S. Enterprise NCC-1701-D**. Dr. Crusher thought Hill had vanished in 2367 when she was caught in a **static warp shell**. (*Starship Log: 'Remember Me'* [TNG]) **SEE FILES 25, 69**

Hindu Festival of Lights This, the most joyful holiday in the Hindu religion, celebrates the triumph of good over evil. Every home and temple is decorated with burning lamps to represent spiritual radiance. It is still observed in the 24th century. (*Starship Log: 'Data's Day'* [TNG]) **SEE FILE 69**

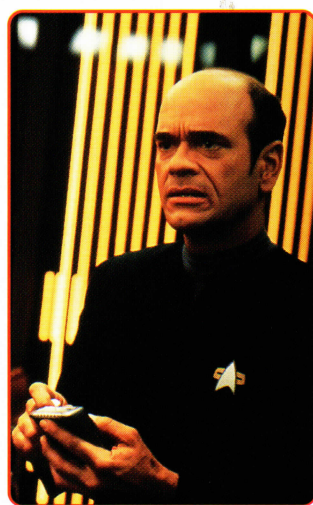
Hints for Healthful Living A proposed segment for **Neelix's** daily news show in 2372, to be presented by the **EMH**. The **Doctor** prepared 'Uncovering the Hidden Mysteries of the Adrenal Gland', 'How to Keep Your Nostrils Happy', and 'The **Klingon** Glottis: Friend or Foe', but other, more important news preempted him. (*Starship Log: 'Investigations'* [VOY]) **SEE FILES 43, 71**

hippocampus Region of the human brain involved in storing spatial memories. **Tuvok's** hippocampus suffered a severe disruption while attempting to recover repressed memories. Hippocampus functions vary when acetylcholine levels increase. (*Starship Log: 'Flashback'* [VOY]) **SEE FILES 43, 71**

Hippocrates A human physician from ancient Greece on Earth, generally attributed with separating superstition from medicine. The **EMH** of the **U.S.S. Voyager** has been known to identify with him when asked to perform a menial task. (*Starship Log: 'Parallax'* [VOY]) **SEE FILES 56, 71**

Hippocratic oath A code of conduct subscribed to by human physicians for nearly 3000 years. Even **U.S.S. Voyager NCC-74656's** **EMH** held its rules inviolate. (*Starship Log: 'Darkling'* [VOY]) **SEE FILES 56, 71**

The Doctor is programmed to honor Earth's highest medical ethics, embodied by the ancient code of conduct known as the Hippocratic oath.



Hirogen The culture of this hostile race from the **Delta Quadrant** revolves around hunting game; they live for the hunt, and it is important to every aspect of their existence. They once captured the **U.S.S. Voyager NCC-74656** in an attempt to study fighting. (*Starship Log: 'Message In a Bottle'* [VOY]) **SEE FILES 18, 71**



The nomadic Hirogen race of the Delta Quadrant prize the hunt above all else. They are fearsome predators, relentless in the pursuit of their prey.

Hirogen, Alpha- In any group of two or more **Hirogen**, the leader is called the Alpha-Hirogen. One Alpha-Hirogen expected to obtain great prestige from tracking an injured member of **Species 8472**. (*Starship Log: 'Hunters'* [VOY]) **SEE FILES 18, 71**

Hirogen, Beta- A subordinate to the **Alpha-Hirogen**. A Beta-Hirogen can become an Alpha-Hirogen by defeating his Alpha in combat, or by superior hunting. (*Starship Log: 'Hunters'* [VOY]) **SEE FILES 18, 71**

Hirogen relay network Communications network spanning 60,000 light years. It was originally thought to be abandoned, but was later revealed to be controlled by the **Hirogen**. The network was capable of carrying a **holographic datastream** containing the **U.S.S. Voyager's** **EMH** all the way to the **Alpha Quadrant**. (*Starship Log: 'Message in a Bottle'* [VOY]) **SEE FILES 18, 63, 71**

histamine This chemical is produced by certain cells when tissue is injured, and by some antibodies to neutralize antigens. Depressed histamine levels are a symptom of **Iresine Syndrome** and telepathic memory invasion. (*Starship Log: 'Violations'* [TNG]) **SEE FILE 69**

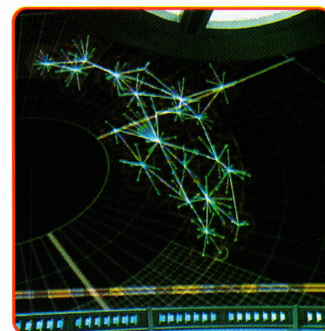
Hitler German leader who triggered Earth's World War II. In the 1930's of the **Dixon Hill holodeck program**, Hitler was a growing menace. In a timeline created by **Dr. McCoy**, Hitler won World War II. (*Starship Log: 'The City on the Edge of Forever'* [TOS]; 'The Big Goodbye' [TNG]) **SEE FILES 5, 68, 69**

Hlaka soup An item occasionally found on the menu of the **U.S.S. Voyager NCC-74656**, thanks to the chef, **Neelix**. (*Starship Log: 'Investigations'* [VOY]) **SEE FILES 25, 43, 71**

Hobii A **Kazon** sect, also known as the **Kazon-Hobii**. In 2372, when the sect attended a peace conference, their **First Maje** was **Jal Loran**. Like most of their race, the **Hobii** were hostile toward other **Kazon** groups, the **Trabe**, and the **Federation**. (*Starship Log: 'Maneuvers'* [VOY]) **SEE FILES 18, 71**

Hill, Dr. Richard
Hindu Festival of Lights
Hints for Healthful Living
hippocampus
Hippocrates
Hippocratic oath
Hirogen
Hirogen, Alpha-
Hirogen, Beta-
Hirogen relay network
histamine
Hitler
Hlaka soup
Hobii

Hobson, Lt. Commander Christopher
Hodgkins' Law of Parallel Planet Development
Hodin
Hoek IV
Hoex
Hogan
Hogue
Hokath
Hokule'a class
Holana river
Holberg 917G
Hole in space
Hollander, Eli
Hollander, Frank
Holliday, Doc
Hollywood Hills
Holmes, Sherlock



The U.S.S. VOYAGER used the Hirogen relay network to send the Doctor to the Alpha Quadrant.



The Kazon-Hobii were among the many sects to attend a peace conference on Sobras.



Hobson, Lt. Commander Christopher

First officer aboard the **Federation** starship **U.S.S. Sutherland**. When **Data** became his captain, Hobson requested an immediate transfer, but seeing the android in action changed Hobson's mind. (*Starship Log: 'Redemption', Part II* [TNG]) **SEE FILES 31, 43, 69**

Hodgkins' Law of Parallel Planet Development

The observation that planets of comparable populations and environments tend to evolve along similar paths. **Planet 892-IV** seemed to prove this law. (*Starship Log: 'Bread and Circuses'* [TOS]) **SEE FILES 5, 18, 68**

Hodin

Prime Minister of **Gideon** in 2268. Hodin's daughter, **Odonia**, was infected with the deadly **vegan choriomeningitis** virus as the first step toward repairing Gideon's overpopulation. (*Starship Log: 'The Mark of Gideon'* [TOS]) **SEE FILES 18, 58, 68**

▶ **Prime Minister Hodin was prepared to kill thousands of his people to curb Gideon's overpopulation.**



Hoek IV

Planet made famous by its **Sampalo** relics site. **Q** tried to entice archeologist **Vash** with a trip to the **Lantar Nebula** to see the Hoek IV sites. (*Starship Log: 'Q-Less'* [DS9]) **SEE FILES 3, 6, 70**

Hoex

Businessman who attended a **Ferengi** business conference on **Deep Space Nine** organized by **Grand Nagus Zek**. **Turok** could not be seated next to Hoex because of the bad feeling caused by Hoex's acquisition of Turok's controlling interest in the **Volchak Prime** cargo ports. (*Starship Log: 'The Nagus'* [DS9]) **SEE FILE 70**

Hogan

This former **Maquis** crewman joined the crew of the **U.S.S. Voyager NCC-74656**. Hogan was transporter operator when **Tuvix** was created. He died on **Hanon IV** in 2373, eaten by a giant eel. (*Starship Log: 'Alliances'* [VOY]) **SEE FILES 29, 71**

Hogue

One of three members of the **Cardassian** underground movement who sought asylum on **Deep Space Nine**. When he and his friends were sentenced to death for dissident activities, the trio fled the station and the **Cardassian Central Command**. (*Starship Log: 'Profit and Loss'* [DS9]) **SEE FILES 50, 70**

Hokath

The sulfur lagoons of Hokath were visited by the **Voth** of the **Delta Quadrant**. Without the Voth's sophisticated sense of smell, the lagoons would not be quite as pleasurable. (*Starship Log: 'Distant Origin'* [VOY]) **SEE FILES 3, 18, 71**

Hokule'a class

The design classification for a class of **Starfleet** vessels active during the mid-24th century. The **U.S.S. Tripoli**, the **Federation** starship that visited **Omicron Theta** in 2338 and discovered **Data**, was a **Hokule'a**-class ship. Hokule'a is Hawaiian for 'star of gladness'. (*Starship Log: 'Datalore'* [TNG]) **SEE FILES 31, 69**

Holana river

Kira Nerys planned to relax in a cottage on **Bajor** located in a forest in the **Musilla Province** overlooking the Holana river. At night residents can hear the river flow. (*Starship Log: 'Looking for par'Mach in All the Wrong Places'* [DS9]) **SEE FILES 10, 47, 70**



Holberg 917G

This almost-deserted planetoid, located in the **Omega system**, is home to **Mr. Flint**. **Kirk**, **Spock**, and **McCoy** visited here in 2269 looking for **ryetalyn**, needed to manufacture the antidote to **Rigelian fever**. (*Starship Log: 'Requiem for Methuselah'* [TOS]) **SEE FILES 3, 44, 68**

▶ **The planetoid Holberg 917G served as the last home for the near-immortal Mr. Flint, who spent much of his life on Earth.**

Hole in space

Temporary void in space containing no stars and no laws of physics. It was produced by **Nagilum**, an extra-dimensional life form, to contain the **U.S.S. Enterprise NCC-1701-D** for research. (*Starship Log: 'Where Silence Has Lease'* [TNG]) **SEE FILES 5, 69**

▶ **Nagilum captured and tormented the crew of the U.S.S. ENTERPRISE.**



Hollander, Eli

A villain in the **holodeck** program entitled 'Ancient West' who was also known as the **Butcher of Boseman**. His henchman kidnapped **Alexander**. (*Starship Log: 'A Fistful of Datas'* [TNG]) **SEE FILES 25, 69**

Hollander, Frank

A villain in the **holodeck** program entitled 'Ancient West'; he was **Eli Hollander's** father. He released **Alexander** in exchange for a shoot-out with **Worf**. (*Starship Log: 'A Fistful of Datas'* [TNG]) **SEE FILES 25, 69**

Holliday, Doc

Gambler, gunfighter, and dentist in the American West. Deputized by Marshal Earp, he fought at the legendary OK Corral. The **Melkotians** used the legendary showdown to gauge human intentions. (*Starship Log: 'Spectre of the Gun'* [TOS]) **SEE FILES 18, 68**

Hollywood Hills

An unincorporated city in Los Angeles county, and site of the Griffith Observatory, established in 1935. In the 1990's, **Rain Robinson's Starling Foundation**-funded SETI project was based here. (*Starship Log: 'Future's End', Part II* [VOY]) **SEE FILE 71**

Holmes, Sherlock

Sir Arthur Conan Doyle's famous detective character. **Data** often played Holmes on the **holodeck**, usually set in traditional 1880's-era London. Holmes' arch nemesis, Moriarty, almost took over the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Lonely Among Us'* [TNG]) **SEE FILES 25, 43, 56, 69**

▶ **Data enjoyed several Sherlock Holmes holodeck programs, and often invited his crewmates to join in. Geordi found it irritating that Data 'solved' the crimes by memorizing stories rather than by working through the clues.**

